User's Manual

WX11
AddObserver

vigilantplant.®

YOKOGAWA
Yokogawa Electric Corporation

IM WX11-01E
8th Edition

Thank you for purchasing the WX11 AddObserver. The AddObserver includes two software applications, AddObserver Builder and AddObserver Panel.
This user's manual contains information primarily about the functions and operating procedures of the AddObserver Builder. To ensure proper use of the instrument, please read this manual thoroughly before beginning operation. For operating instructions for AddObserver Panel, see chapter 2 of the "WX83 AddObserver Runtime (IM WX83-01E)." After reading this manual, keep it in a convenient location for quick reference in the event a question arises.

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Overview of This Manual

Structure of This Manual

This manual consists of four chapters and an index as shown below.

Chapter	Title	Description
1	**Before Using the Software**	Gives an overview of the AddObserver. Also provides a list of PC system requirements and instructions for installing the software.
2	**Creating Monitor Screens with AddObserver Builder**	Provides instructions for creating original monitor screens using AddObserver Builder.
3	**Saving and Opening Monitor Screens**	Provides instructions for saving, opening, and checking the data for monitor screens that were created using AddObserver Builder.
4	**Responding to Error Messages**	Lists all error messages and their corrective actions, and explains how to check the version of AddObserver Builder.
	Index	An alphabetical index.

Scope of This Manual

This manual does not explain the basic operations of your PC's operating system (OS). For specific information on your operating system please refer to the user's guide that came with it.

Conventions Used in This Manual

- **Unit**
  K: Denotes *1024*. Example: 100 KB
  M: Denotes *1024 K*. Example: 10 MB
  G: Denotes *1024 M*. Example: 2 GB

- **Bolded Items**
  Items set in boldface mainly refer to on-screen interface elements such as menus, commands, dialog boxes, and buttons, or keys on the keyboard.

- **Headings Used for Descriptions of Operations**
  The following headings are used to distinguish procedural instructions from other information given in chapters 1 through 4.

  Procedure This subsection contains the operating procedure used to carry out the function described in the current section. All procedures are written with inexperienced users in mind; experienced users may not need to carry out all the steps.

  Note Calls attention to information that is important for proper operation of the instrument.

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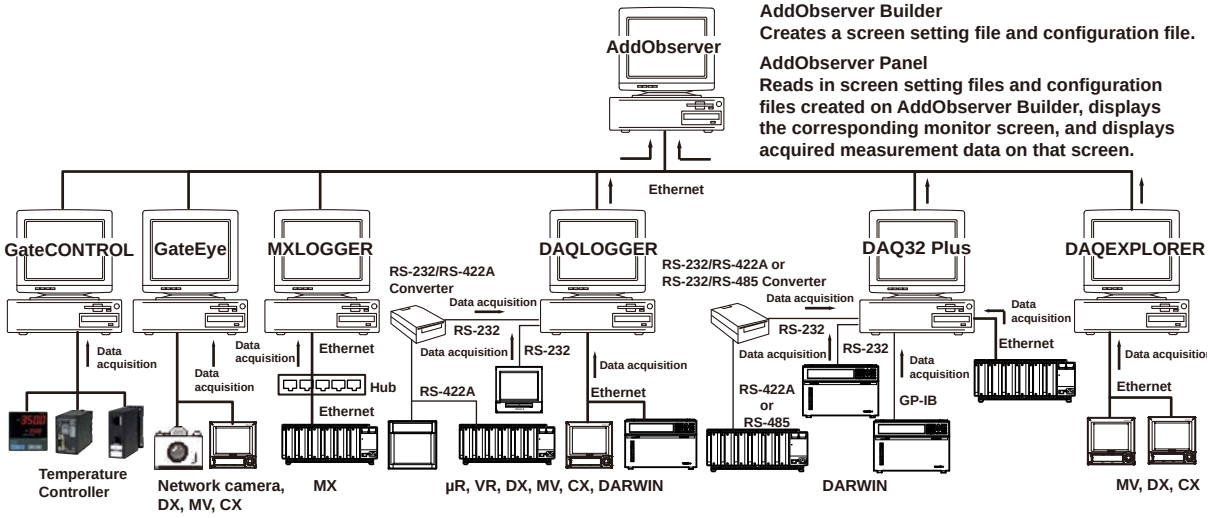
1.1 Overview of the AddObserver

The AddObserver includes two software applications, AddObserver Builder and AddObserver Panel. AddObserver Builder allows you to create your own original monitor screens for viewing measurement data gathered by the DAQ32 Plus, DAQEXPLORER, or DAQLOGGER monitor servers, the package software for YOKOGAWA's data acquisition and recording instruments. You can add "objects" such as meters and trend graphs to your monitor screen, assign channels to them, and even include images of such things as the test facility. AddObserver Panel allows you to connect to the DAQ32 Plus, DAQEXPLORER, DAQLOGGER, or MXLOGGER monitor server, GateEye and view the monitor screens you created previously on the AddObserver Builder.



AddObserver Builder

The software's main functions are as follows:

- Allows you to create and edit monitor screens to be used for monitoring data on AddObserver Panel.
- Creates the two types of files needed for monitor screens; .gob files for monitor settings, and .cob files for configuration.
- Connects to the DAQ32 Plus, DAQEXPLORER, DAQLOGGER, or MXLOGGER monitor server, GateCONTROL and GateEye via Ethernet, and accesses the server's channel information.
- Allows you to easily assign channels or alarms to monitor screen objects including meters, trend graphs, and signals.

Number of Channels

The number of channels that AddObserver Builder can assign is up to 1600. To assign the channels, the PC that is running DAQ32 Plus, DAQEXPLORER, DAQLOGGER or MXLOGGER is registered as a host, and the channels on the DAQ32 Plus, DAQEXPLORER, DAQLOGGER, or MXLOGGER monitor servers are assigned to channels 0 to 1599.
Multiple PCs can be registered as hosts.

Alarms

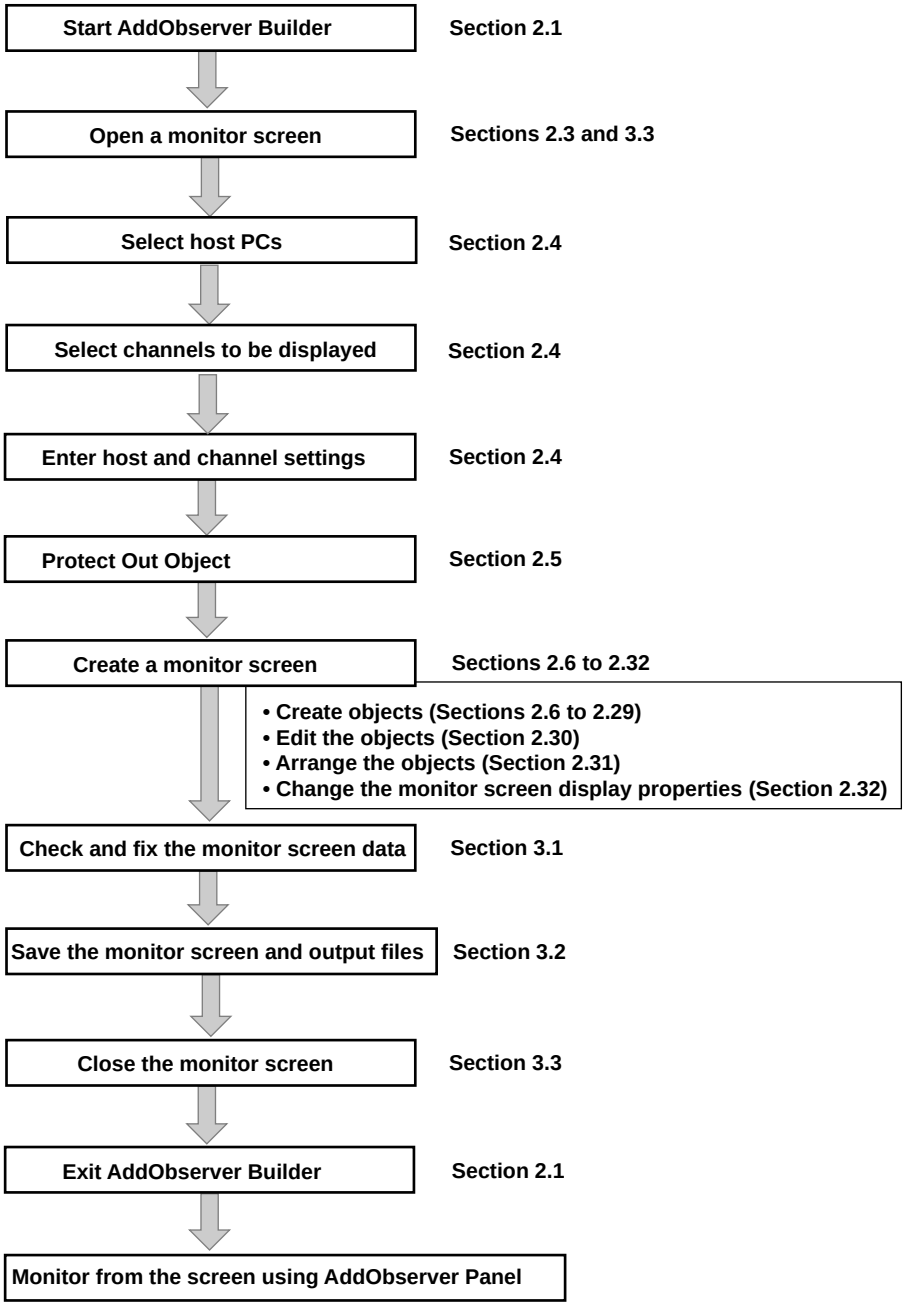
Alarms specified on the assigned channels are indicated.

AddObserver Panel

The operating instructions for this software are available in chapter 1.1 of the “WX83 AddObserver Runtime User’s Manual (IM WX83-01E).”

The Monitor Screen Creation Process

The following flow chart outlines the process involved in creating a monitor screen.


Start AddObserver Builder
Section 2.1
Open a monitor screen
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Select host PCs
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Monitor from the screen using AddObserver Panel

For details on the AddObserver Panel, see “AddObserver Runtime User’s Manual.”

1.2 PC System Requirements and Supported Monitor Servers

PC System Requirements

Supported Operating Systems (OS)

Run DAQWORX under any of the following operating systems.

- Windows 2000 Professional SP4
- Windows XP Home Edition SP3
- Windows XP Professional SP3 (excluding Windows XP Professional x64 Editions)
- Windows Vista Home Premium SP2 (excluding the 64-bit editions)
- Windows Vista Business SP2 (excluding the 64-bit editions)
- Windows 7 Home Premium, SP1 (32-bit and 64-bit editions)
- Windows 7 Professional, SP1 (32-bit and 64-bit editions)

The language displayed by the software under different language versions of the OS are as follows.

OS Language	Software Language
Japanese	Japanese
Other	English

PC

A PC that runs one of the OS above, and that meets the following CPU and memory requirements.

When Using Windows 2000 or Windows XP

Pentium 4, 1.6 GHz or faster Intel x64 or x86 processor; 512 MB or more of memory

When Using Windows Vista

Pentium 4, 3 GHz or faster Intel x64 or x86 processor; 2 GB or more of memory

When Using Windows 7

32-bit edition: Intel Pentium 4, 3 GHz or faster x64 or x86 processor; 2 GB or more of memory

64-bit edition: Intel x64 processor that is equivalent to Intel Pentium 4, 3 GHz or faster; 2 GB or more of memory

Hard Disk

Free disk space: 200 MB or more

CD-ROM Drive

To be used for installing the software.

Mouse

A mouse supported by the OS.

Monitor

A video card that is recommended for the OS and a display that is supported by the OS, has a resolution of 1024×768 or higher, and that can show 65,536 colors (16-bit, high color) or more.

Communications Interface

An Ethernet port supported by your operating system. Also, TCP/IP must be installed.

Note

- Do not use the time zone settings in the Windows Autoexec.bat file. If you see lines such as *TZ-GTM0* in your Autoexec.bat file, deactivate them by inserting a REM command in front.
- This software will not support data acquired after the year 2038.

Supported Monitor Servers

AddObserver Panel can connect to the following five monitor servers.

- DAQ32 Plus
- DAQEXPLORER (R2.03 or later)
- DAQLOGGER
- MXLOGGER
- GateCONTROL
- GateEye

Note

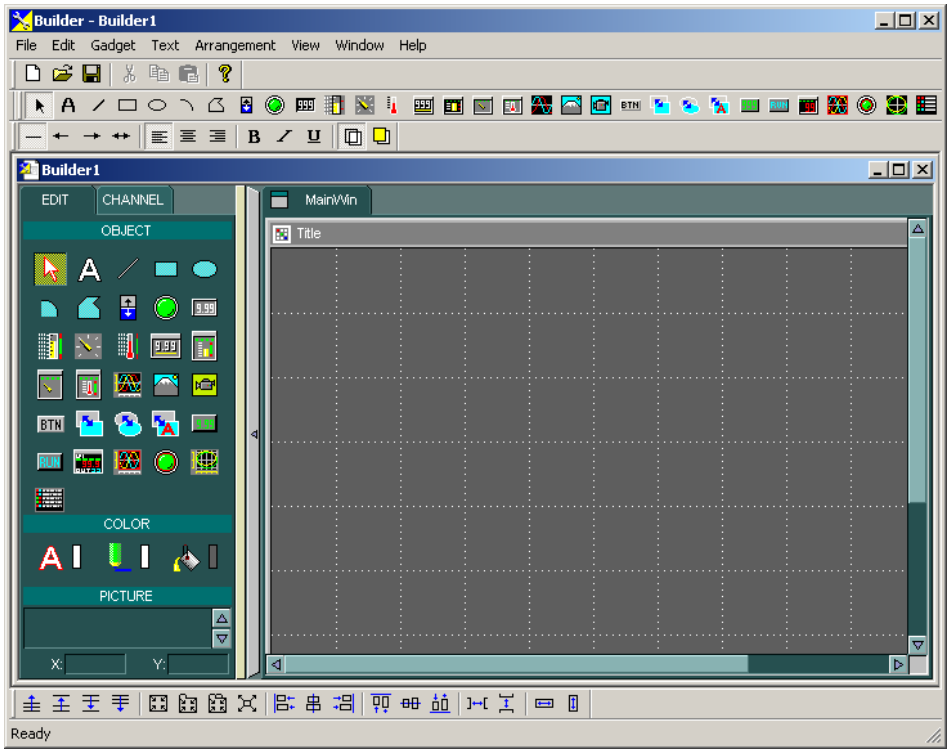
- The AddObserver can connect with up to 16 monitor servers simultaneously.
- To maximize connection speeds, we recommend that you reduce the traffic on the network when using the DAQ32 Plus and DAQLOGGER, and make sure that you are running the latest version of the software.

2.1 Starting and Exiting AddObserver Builder

Starting AddObserver Builder

Procedure

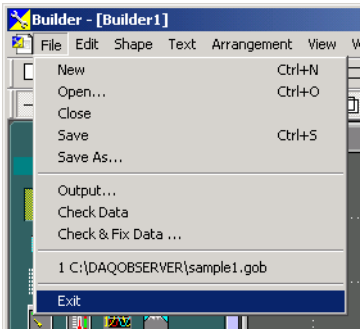
Choose **Start** > **Programs** > **YOKOGAWA DAQWORX** > **AddObserver** > **Builder**.
AddObserver Builder starts.



Exiting AddObserver Builder

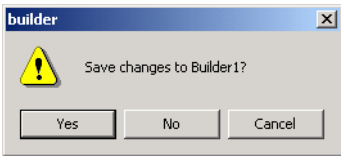
Procedure

1. Choose **File** > **Exit**.



2. If no changes were made during the current session, AddObserver exits.

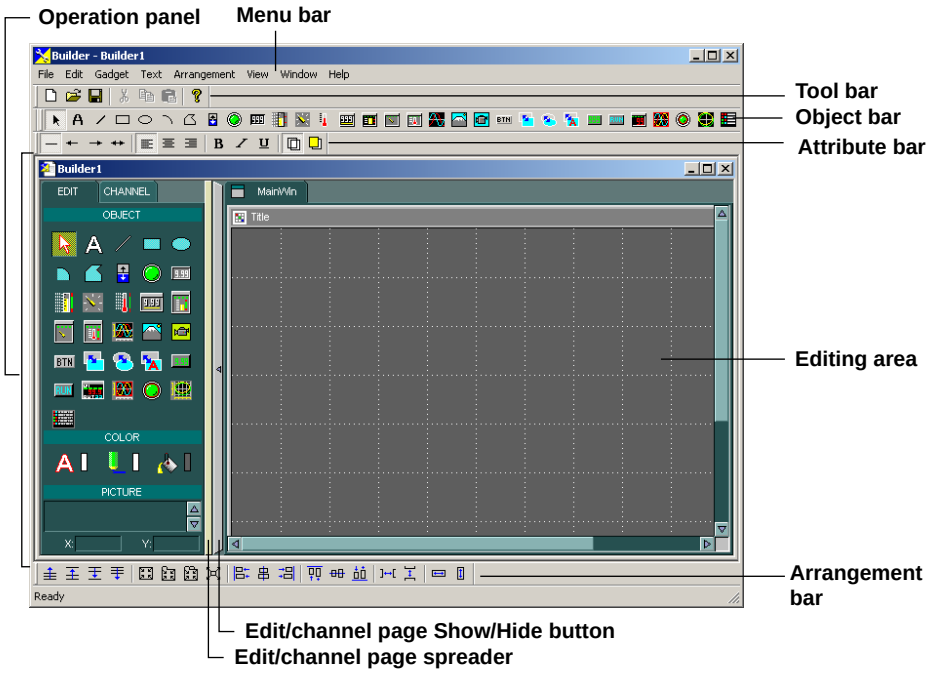
   If changes were made during the current session, an exit confirmation dialog box appears (one for each monitor screen being edited).



   Click **Yes** or **No** to save or not save the current monitor screen. Click **Cancel** to return to the application.

2.2 The AddObserver Builder Startup Screen

The AddObserver Builder startup screen is shown in the figure below.

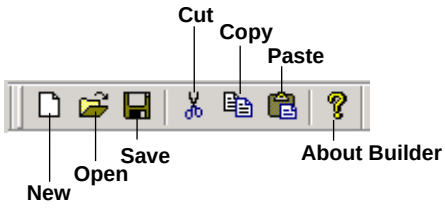


The functions of each item are as follows:

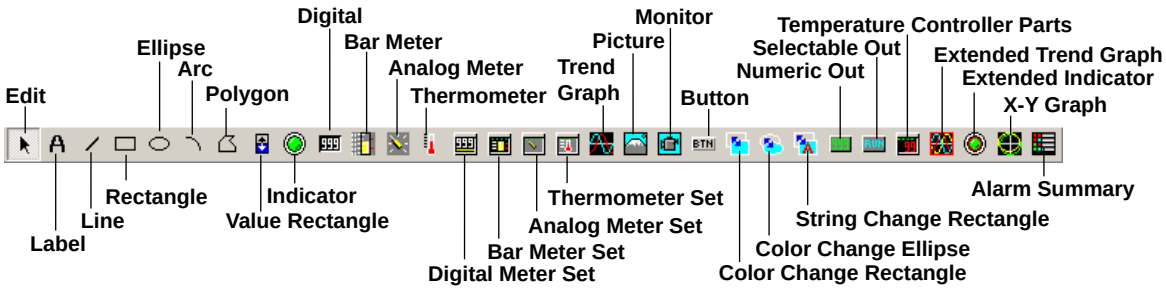
Menu Bar

The menu bar contains the following menus: File, Edit, Gadget, Text, Arrangement, View, Window, Help.

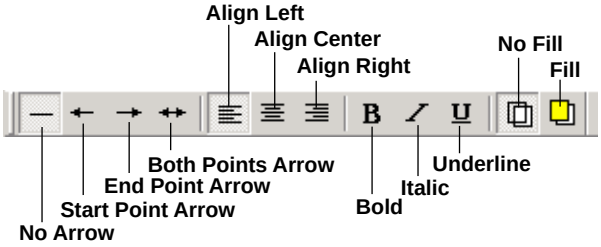
Toolbar



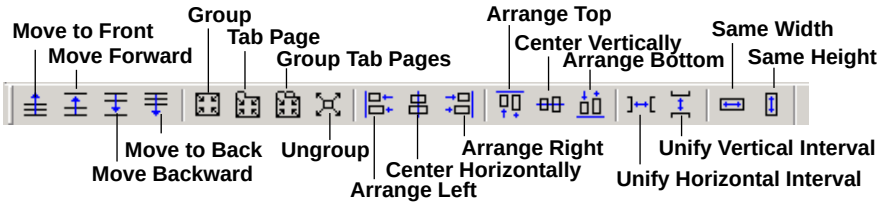
Object Bar



Attribute Bar



Arrangement Bar



Operation Panel

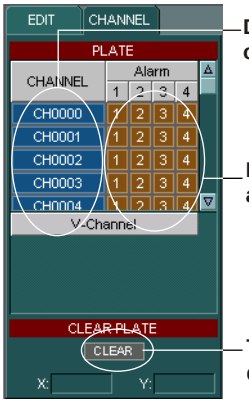
The operation panel has an Edit page containing tools for creating and editing objects and changing their color, and a Channel page for assigning alarms.

- **Edit Page**

1st row starting from the left: Edit, Label, Line, Rectangle, Ellipse
2nd row starting from the left: Arc, Polygon, Value Rectangle[1] Indicator[1], Digital[1]
3rd row starting from the left: Bar Meter[1], Analog Meter[1], Thermometer[1], Digital Meter Set[1], Bar Meter Set[1]
4th row starting from the left: Analog Meter Set[1], Thermometer Set[1], Trend Graph[1], Picture, Monitor
5th row starting from the left: Button, Color Change Rectangle[1], Color Change Elipse[1], String Change Rectangle[1], Numeric Out
6th row starting from the left: Selectable Out, Temperature Controller Parts, Extended Trend Graph[1], Extended Indicator[1], X-Y Graph[1]
7th: Alarm Summary

[1] Channels can be assigned to this object. (Channel alarm labels can be assigned to indicators.)

- **Channel Page**



Drag a channel to each meter, trend graph, value, or ellipse rectangle you want to assign the channel to.

Drag an alarm label to each indicator you want to assign the alarm to.

To remove the channel or alarm label from an object, drag the CLEAR button from the CLEAR PLATE to the object.

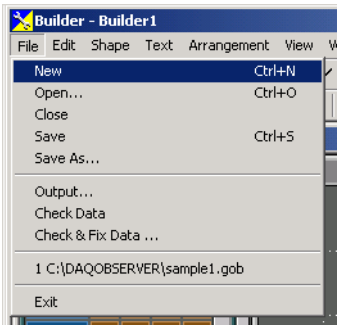
Editing Area

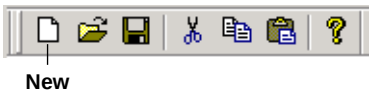
Objects can be created and edited (moved, resized) in the editing area. The monitor screens you create will be displayed almost identically in AddObserver Panel as how they appear in the editing area (there may be certain parts of trend graphs which do not display exactly per the entered attributes).

2.3 Creating New Monitor Screens

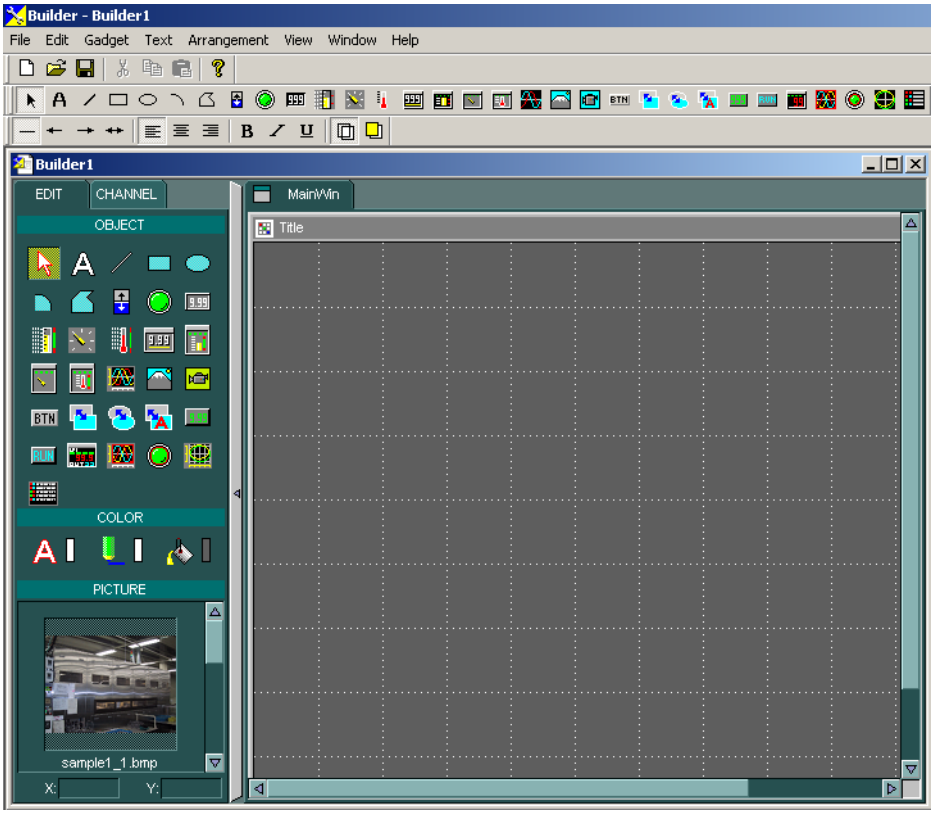
Procedure

1. Choose **File** > **New**, or click the **New** button on the toolbar.





A new monitor screen appears.

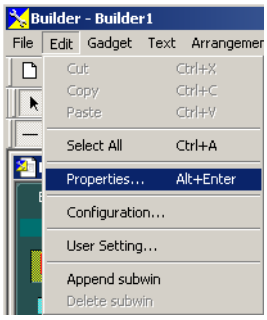


2.4 Entering Host and Channel Settings

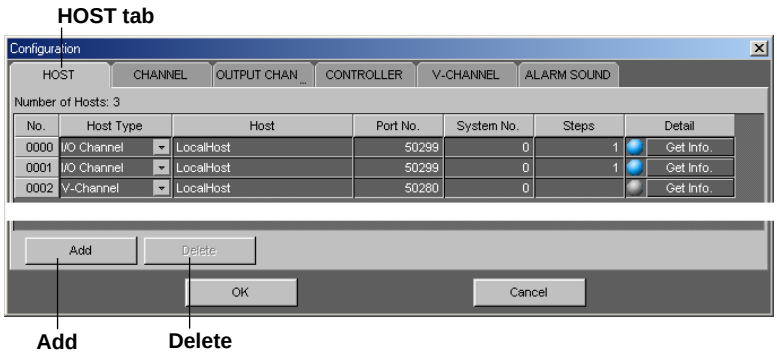
To display monitor screens (panels) using AddObserver Panel, host settings for connecting to the DAQ32 Plus, DAQEXPLORER, DAQLOGGER, or MXLOGGER monitor server, GateCONTROL and GateEye must first be entered in AddObserver Builder.

Procedure

1. Choose **Edit** > **Configuration**.



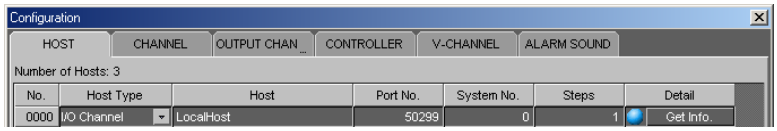
The Configuration dialog box is displayed.



Entering Host Settings

2. Click the **HOST** tab. The host settings page appears.

3. Click the **Host Type** box next to No. 0000, and set the host type to **Input Channel, I/O Channel,** or **V-Channel**. When you connect the GateEye, you must set the **V-Channel**.



4. Click the **Host** box. Enter the name of the computer[1] that will host the monitor server.

1 The name used to identify the computer on the network. You can also enter the IP address.

5. Click the **Port No.** box. Enter the port number[2] of the monitor server to which you will connect.

2 The default value for the monitor server's port numbers are 50278 for DAQ32 Plus, 50279 for DAQEXPLORER, 50280 for DAQLOGGER, 50284 for MXLOGGER, 50299 for GateCONTROL and 50290 for GateEye. Make sure you have the right port number, especially if it may have been changed earlier. For instructions on how to check the port number, consult the user's manual for the monitor server you are using.

6. If you are using DAQEXPLORER as the monitor server, click the System No. box then enter the system number[1] set on the DAQEXPLORER. This setting is unnecessary if your monitor server is DAQ32 Plus or DAQLOGGER, and the value is fixed at 0 in those cases.

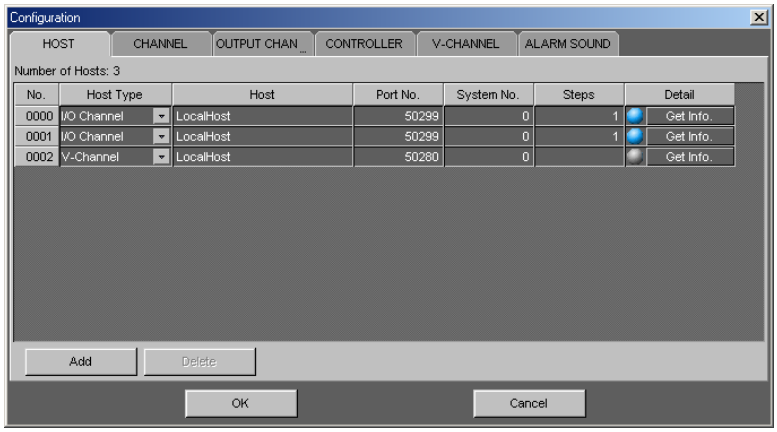
1 This is the same number that DAQ Desktop on the DAQEXPLORER assigns to the DX100, DX200, MV100, or MV200's mounted to it. The default value is 0. A value from 0 to 15 can be entered.

7. Click the **Steps** box and enter the number of steps[2].

2 This value represents the length of data to be acquired at a time from the host. The default value is 1, and a value from 1 to 120 can be entered. Enter 1 to have the all the data acquired at once, 2 to acquire every other data point, 3 to acquire every third data point, and so on.

8. To automatically download host information, click **Get Info** under Details. When you click Get Info, Builder connects to the specified host[3] and automatically downloads information for the tag and color items on the Channel page (explained on next page). The indicator changes to yellow when information is being downloaded. It changes to blue when the downloading of the information is complete. If you do not click Get Info, you can manually enter settings for the tag and color on the Channel page later on.

3 To download information from the host (monitor server), the monitor server must be started on the host computer. If after clicking Get Info the tag and color settings do not appear or match those set on the host, check whether the monitor server is currently running on the host computer.



Once these settings are downloaded, settings are complete for host number 0000.

9. To add a host, click the **Add** button. A new row for host number 0001 appears below the row for host number 0000.

Follow steps 3–8 to enter the host settings for the new host.

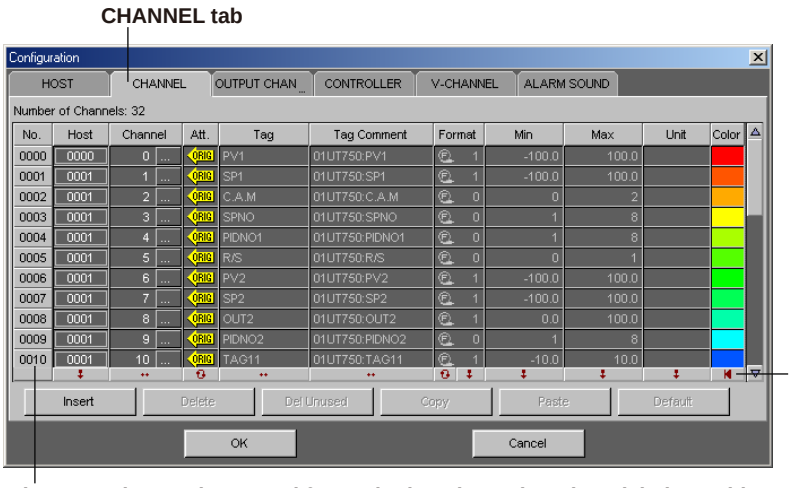
To delete a host, select it then click the **Delete** button.

Note

- The maximum number of servers and hosts that can be set is 16 and 128 respectively.
- The host number is fixed within a range from 0000 to 0127 and cannot be changed.

Entering Channel Settings

10. Click the **CHANNEL** tab. The channel settings page appears.


CHANNEL tab
Configuration
HOST
CHANNEL
OUTPUT CHAN...
CONTROLLER
V-CHANNEL
ALARM SOUND
Number of Channels: 32
No. Host Channel Att. Tag Tag Comment Format Min Max Unit Color
0000 0000 0 ... CHAN PV1 01UT750:PV1 1 -100.0 100.0
0001 0001 1 ... CHAN SP1 01UT750:SP1 1 -100.0 100.0
0002 0001 2 ... CHAN C.A.M 01UT750:C.A.M 0 0 2
0003 0001 3 ... CHAN SPNO 01UT750:SPNO 0 1 8
0004 0001 4 ... CHAN PIDNO1 01UT750:PIDNO1 0 1 8
0005 0001 5 ... CHAN R/S 01UT750:R/S 0 0 1
0006 0001 6 ... CHAN PV2 01UT750:PV2 1 -100.0 100.0
0007 0001 7 ... CHAN SP2 01UT750:SP2 1 -100.0 100.0
0008 0001 8 ... CHAN OUT2 01UT750:OUT2 1 0.0 100.0
0009 0001 9 ... CHAN PIDNO2 01UT750:PIDNO2 0 1 8
0010 0001 10 ... CHAN TAG11 01UT750:TAG11 1 -10.0 10.0
Insert
Delete
Del Unused
Copy
Paste
Default
OK
Cancel
Setting shortcut buttons.
For details, see page 2-10.
These are the numbers used for assigning channel or alarm labels to objects such as meters and trend graphs.

11. Click the **Host** field for setting number 0000. Enter the host number (the number from 0 to 0015 in the column under No. in the host page). A value from 0 to 15 can be entered.

12. Click the **Channel**[1] field. Enter the channel on the host you wish to assign something to.

1 A value of 0 corresponds to a different value on each monitor server as follows:

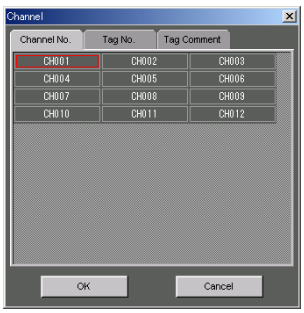
DAQ32 Plus: No. is 001
DAQEXPLORER: CH is CH1
DAQLOGGER: Tag No. is 1
MXLOGGER: Record is 0001
GateCONTROL: Tag No. is TAG01
GateEye is set in the V-CHANNEL tab. 1 V channel is assigned to a single host.

For example, if you want to enter a setting corresponding to a *No.* setting on the DAQ32 Plus of 010, you must enter 9 for the channel setting on the AddObserver Builder.

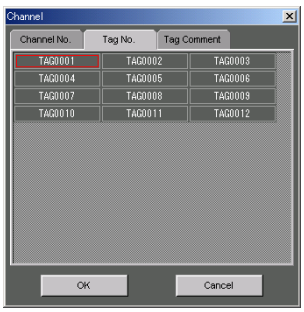
You can click the [**...**] button to display a table of channels[2] when connecting to the specified host (monitor server). To enter a channel from this table, click the desired channel and then click the **OK** button.

2 You can choose to view the channel numbers, tag numbers, or tag comment in the channel table. The number of channels that can be set is 1600.

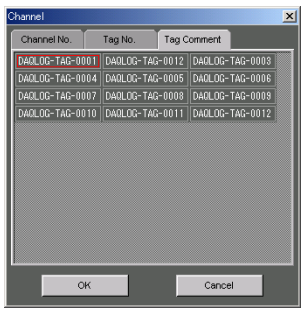
Channel Number View



Tag Number View



Tag Comment View



13. To manually input the tag and color settings, click ORIG in the Att. column. The arrow changes to USER, and the tag and color settings can be entered.

- **Tag and Tag Comment**
  Enter the tag name or tag comment.
  Tag numbers of up to eitht characters can be input.
  Tag comments of up to 32 characters can be input.
- **Format**
  Enter the format type and decimal place. Click the icon on the left to toggle between F and E. F is a fixed-point representation, and E is a floating-point representation. The value on the right determines how many places past the decimal point are shown. Up to 6 places can be selected.
- **Minimum/Maximum/Units**
  Enter the maximum value, minimum value, and units for the span.
- **Color**
  Enter the colors for the trend graph and zone bar.

Note

Be aware that If you switch back to ORIG after entering user settings, all previously entered settings will be lost.

Adding a Channel

14. Click the **Insert** button. A new channel is added to the bottom of the list.

Deleting a Channel

14. Select the channel you wish to delete, and click the **Delete** button.

Deleting Unused Channels

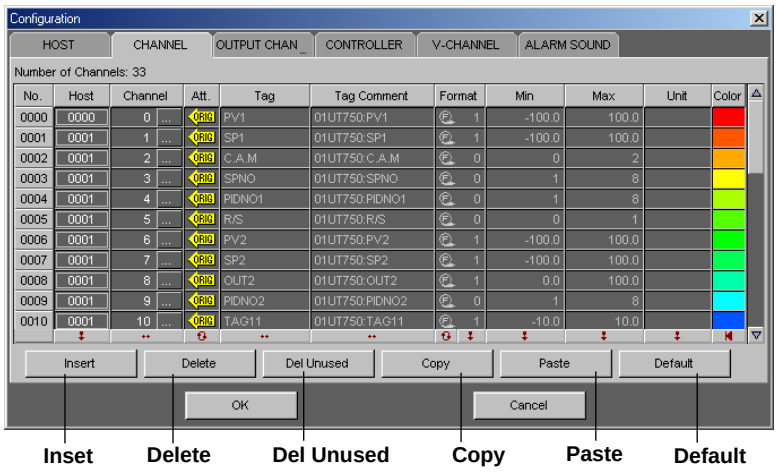
14. Select a range of channels. Click the **Del Unused** button. All unused channels in the selected range will be deleted.

Copying a Channel

14. Select the channel or channels you wish to copy and click the **Copy** button. Then select the channel onto which you wish to paste the copied channel, and click the Paste button. The setting information from the copied channel appears in the selected channel.

Loading the Default Values

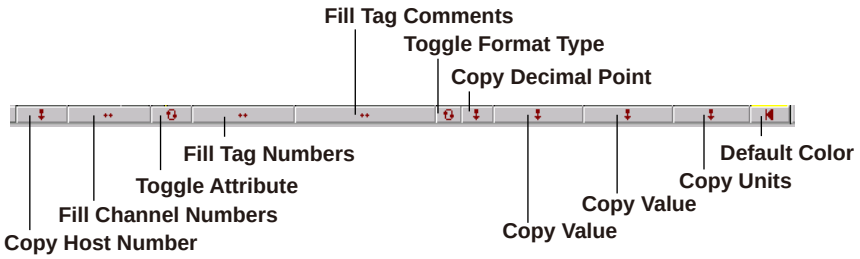
14. Select the range of channels into which you wish to load the default values. Click the **Default** button. The settings for all channels in the selected range are changed to their default values.


Configuration
HOST
CHANNEL
OUTPUT CHAN
CONTROLLER
V-CHANNEL
ALARM SOUND
Number of Channels: 33
No. Host Channel Att. Tag Tag Comment Format Min Max Unit Color
0000 0000 0 ORIG PV1 01UT750:PV1 F 1 -100.0 100.0
0001 0001 1 ORIG SP1 01UT750:SP1 F 1 -100.0 100.0
0002 0001 2 ORIG C.A.M 01UT750:C.A.M F 0 0 2
0003 0001 3 ORIG SPNO 01UT750:SPNO F 0 1 8
0004 0001 4 ORIG PIDNO1 01UT750:PIDNO1 F 0 1 8
0005 0001 5 ORIG R/S 01UT750:R/S F 0 0 1
0006 0001 6 ORIG PV2 01UT750:PV2 F 1 -100.0 100.0
0007 0001 7 ORIG SP2 01UT750:SP2 F 1 -100.0 100.0
0008 0001 8 ORIG OUT2 01UT750:OUT2 F 1 0.0 100.0
0009 0001 9 ORIG PIDNO2 01UT750:PIDNO2 F 0 1 8
0010 0001 10 ORIG TAG11 01UT750:TAG11 F 1 -10.0 10.0
Insert
Delete
Del Unused
Copy
Paste
Default
OK
Cancel
Inset
Delete
Del Unused
Copy
Paste
Default

Note

Setting Shortcut Buttons

The gray setting shortcut buttons are located just under the last channel row on the channel page. These buttons help you enter settings more quickly.

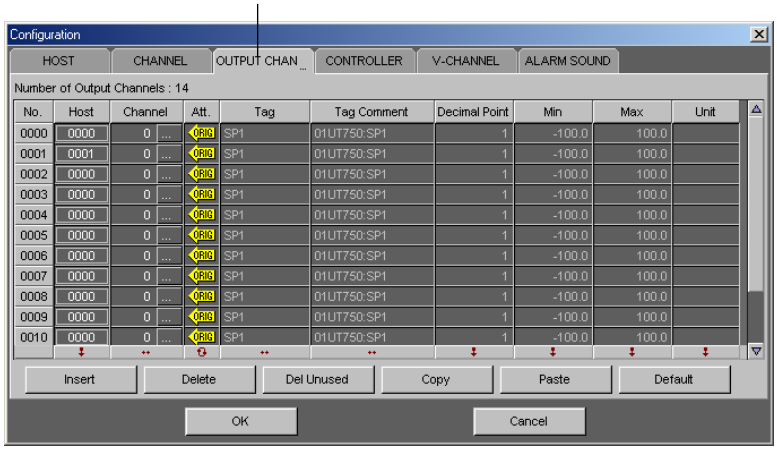


- **The Copy Host Number Button**
  Copies the first host number in the selected range to the rest of the channels in the selected range. Select the range you want to copy from and to, and click the **Copy Host Number** button.
- **The Fill Channel Numbers Button**
  Takes the channel number from the first channel in the selected range, and fills each remaining channel in the range with a channel number one higher than the previous channel.
  Select the range of channels to fill and click the **Fill Channel Numbers** button. The channel numbers are filled incrementally starting with the first channel in the selected range.
- **The Toggle Attribute Button**
  Toggles the icon for all selected channels between ORIG and USER. Select the range of channels to change and click the **Toggle Attribute** button. The icons of all selected channels change from ORIG to USER or vice versa.
- **The Fill Tag Numbers Button**
  Takes the tag number from the first channel in the selected range, and fills each remaining channel in the range with a tag number one higher than in the previous channel. Select the range of channels to fill and click the **Fill Tag Numbers** button. The tag numbers are filled incrementally starting with the first channel in the selected range.
- **The Fill Tag Comments Button**
  Takes the tag comment from the first channel in the selected range, and fills each remaining channel in the range with a tag comment one higher than the previous channel. Select the range of channels to fill and click the **Fill Tag Comments** button. The tag comments are filled incrementally starting with the first channel in the selected range.
- **The Toggle Format Type Button**
  Toggles the icon for all selected channels between F and E. Select the range of channels to change and click the **Toggle Format Type** button. The icons of all selected channels change from F to E or vice versa.
- **The Copy Decimal Point Button**
  Copies the number of decimal places specified in the first channel in the selected range to the rest of the channels in the selected range. Select the range you want to copy from and to, and click the **Copy Decimal Point** button. The number of decimal places is copied to the selected range.
- **The Copy Value Buttons**
  Copies the value from the first channel in the selected range to the rest of the channels in the selected range. Select the range you want to copy to and from, and click one of the **Copy Value** buttons. The value is copied to the selected range.
- **The Copy Units Button**
  Copies the value from the first channel in the selected range to the rest of the channels in the selected range. Select the range you want to copy from and to, and click the **Copy Units** button. The units are copied to the entire range.
- **The Default Color Button**
  Loads the default color values for all channels in the selected range. Select the desired range and click the **Default Color** button. The default color values for all channels in the selected range are loaded.

Output Channel Detail Settings

10. Click the Output Channel tab. The output channel setup page appears. An output channel can only be added when the host type in the host detail settings is I/O Channel.

OUTPUT CHANNEL tab


Configuration
HOST
CHANNEL
OUTPUT CHAN
CONTROLLER
V-CHANNEL
ALARM SOUND
Number of Output Channels : 14
No. Host Channel Att. Tag Tag Comment Decimal Point Min Max Unit
0000 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0001 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0002 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0003 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0004 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0005 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0006 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0007 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0008 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0009 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
0010 0000 0 ORIG SP1 01UT750:SP1 1 -100.0 100.0
Insert
Delete
Del Unused
Copy
Paste
Default
OK
Cancel

11. Output channels can only be assigned to output channel objects. Specify and register the host names and channel numbers. Set the tag, tag comment, decimal place (format), output maximum, output minimum, and units for each channel.

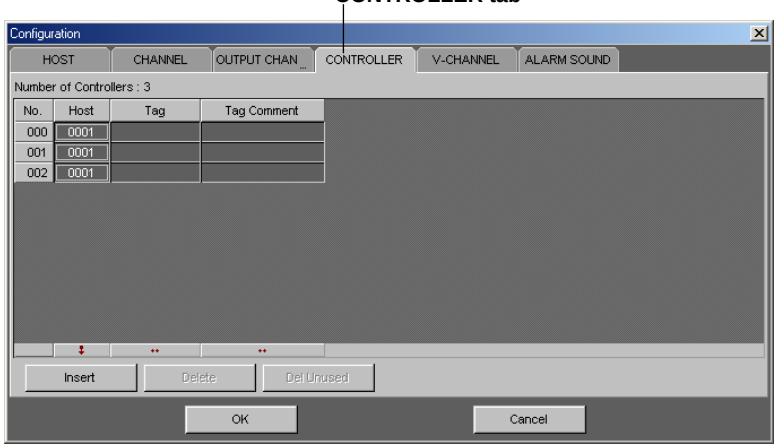
The maximum number of hosts that can be set is 1600.

For details on settings, see prcodures 12 through 14 under “Channel Detail Settings.”

Controller Detail Settings

10. Click the Controller tab. The controller setup page appears. A controller can only be added when the host type in the detail settings is I/O Channel, and the I/O Channel host information is successfully acquired.

CONTROLLER tab



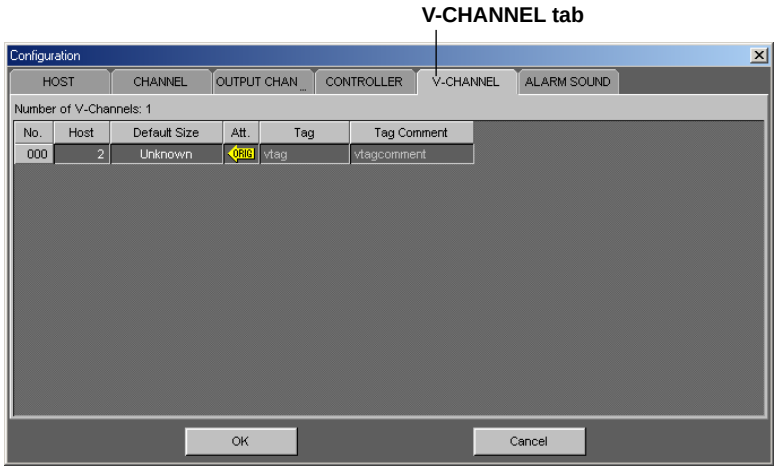
If controller related channels or output channels are deleted or changed through channel tags or output channel tags, the controllers are also deleted at the same time.

The maximum number of controllers that can be registered is 128.

Entering V-CHANNEL Detail Settings

10. Click the **V-CHANNEL** tab. The V-CHANNEL setting page is displayed.

V-CHANNEL tab



11. To manually enter a tag or tag comment, click the Detail box. ORIG changes to USER, allowing entry of the tag and tag comment.

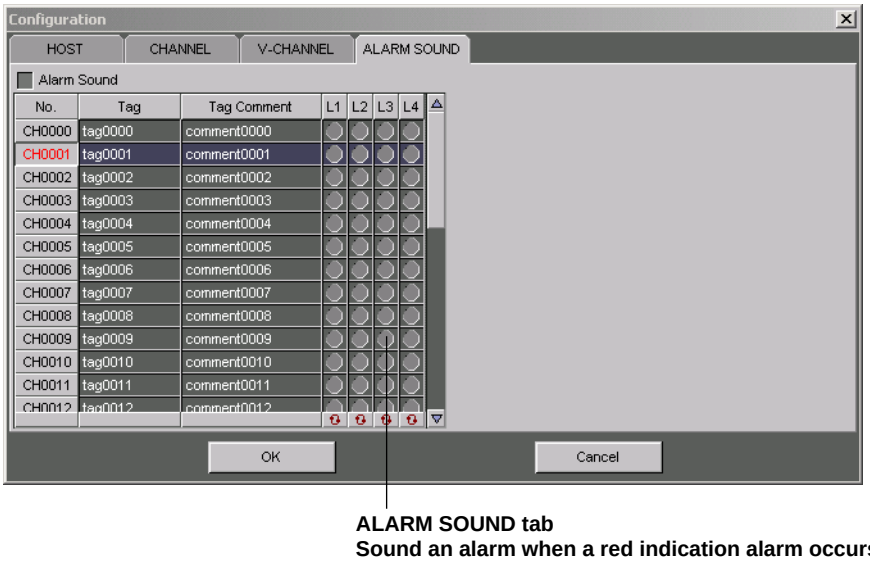
Note

Please note that after switching to USER and entering the tag and tag comment, if you switch back to ORIG, the item reverts to the previous setting.

Go to step 15.

Selecting the Alarms That Will Sound

15. Click the **ALARM SOUND** tab. The ALARM SOUND setting page appears.



ALARM SOUND tab
Sound an alarm when a red indication alarm occurs

16. Select the alarm that will sound.

17. Click **OK** to close the Configuration dialog box.

Note

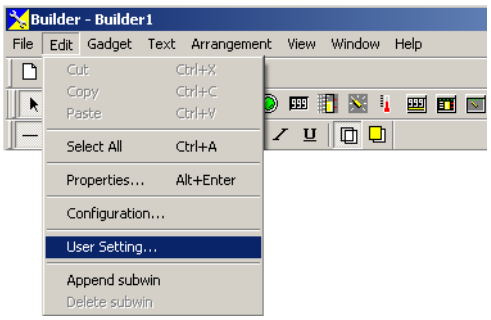
Be aware that if you click Cancel instead of OK, setting changes will not be saved.

2.5 Protection for Out Object

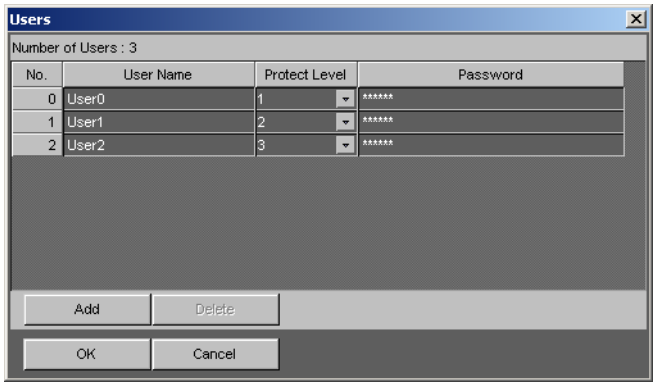
With AddObserver, people who can use the Builder software are given the same privileges as the administrator. When the user name, password, and protection level are entered, only the out objects that are at or below the protection level can be output.

Procedure

1. From the Edit menu, choose User Settings.



The user settings dialog box is displayed.



2. Input the user name and password and select a protection level.

Up to sixteen alphanumeric characters can be input for the user name and password.

A protection level of 1, 2, or 3 can be selected. The larger the protection level number the higher the level of protection, and only the out objects at or below that protection level can be output.

The number of users that can be set is sixteen.

The same name cannot be assigned to more than one user.

You must enter a user name.

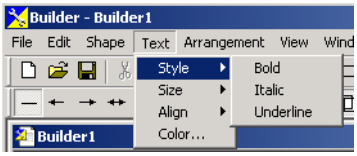
2.6 Creating Labels

You can enter a character string of your choice to create a label. You can also select the size, style, color, and fill for the text.

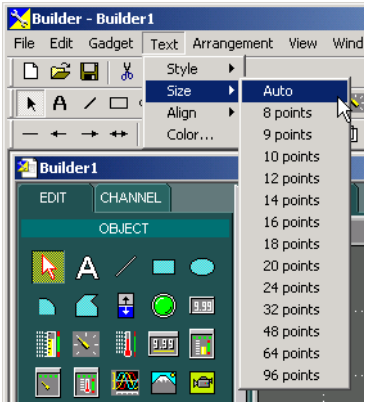
Procedure

Creating a New Label

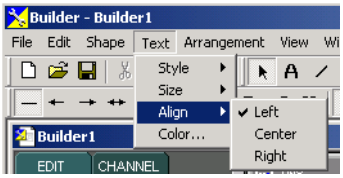
1. Click the **Label** icon on the EDIT page of the operation panel, or click the **Label** button in the object bar.
2. Choose **Text** > **Style**, then **Bold**, **Italic**, or **Underline**. You can also click the **Bold**, **Italic**, or **Underline** buttons on the attribute bar. You can also select, Bold and Italic at the same time.



3. Choose **Text** > **Size**, then select from **Auto** through **96 points**.



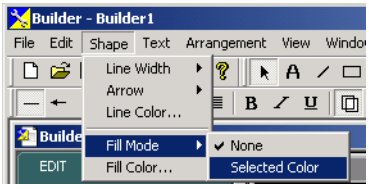
4. Choose **Text** > **Align**, then select **Left**, **Center**, or **Right**. You can also click the **Left**, **Center**, or **Right** buttons on the attribute bar.



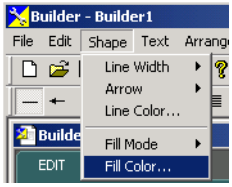
5. Choose **Text** > **Color**.

The color settings dialog box is displayed. For details on the color settings dialog box, see “Choosing a Color from the Color Settings Dialog Box” in section 2.30.

6. To apply the fill, choose **Gadget** > **Fill Mode** > **Selected Color**, or click the **Fill** button on the attribute bar.



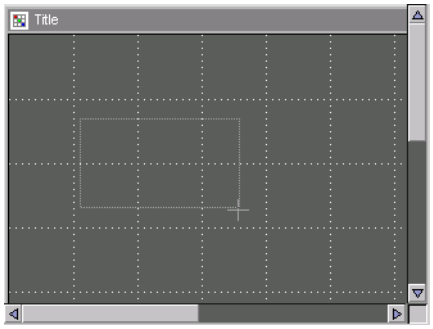
Choose **Gadget** > **Fill Color**.



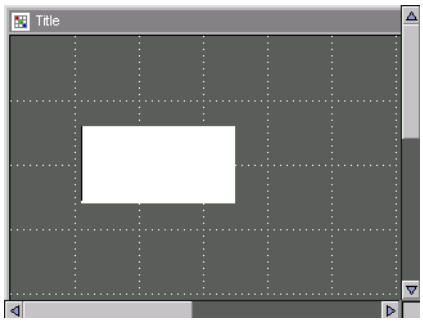
The color settings dialog box is displayed. For details on the color settings dialog box, see “Choosing a Color from the Color Settings Dialog Box” in section 2.30.

7. Move the mouse to a location in the editing area where you want to place the upper-left corner of the label.

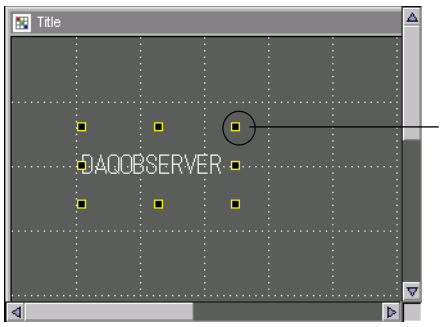
8. Drag the cursor to set the location of the opposite corner of the label.



9. The cursor blinks inside the new label, allowing you to enter a character string. The character string you enter will appear within the frame of the label.



10. Press the **ENTER** key on the keyboard to confirm the entered character string and complete the label.



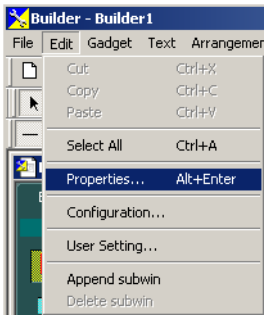
When the text size is set to Auto, the text contracts or expands to match the size of the label frame if the frame is resized.

Editing from the Properties Dialog Box

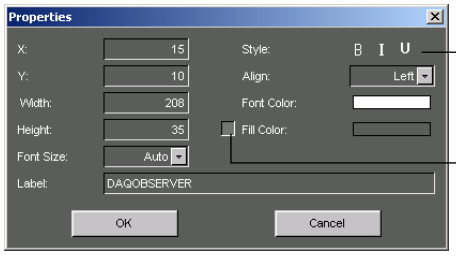
1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.

2. Select the label you wish to edit in the editing area.

3. Choose **Edit** > **Properties** or right-click and select Properties.



The label properties dialog box is displayed.



To change the style of the text, click the appropriate icons.

Click here to apply the fill color.

4. Move the cursor to the desired item and click to enter a new value.

5. Click **OK**.

Note

If a label overlaps with a meter, AddObserver Panel will display the label hidden beneath the meter. Therefore you should not allow labels and meters to overlap.

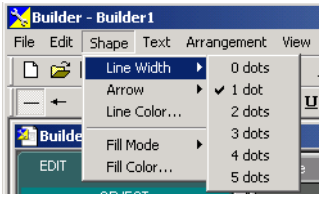
2.7 Creating Lines

You can create a line of any length and direction. You can also specify the line's width, color, and whether arrowheads are attached to the ends.

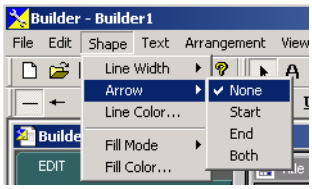
Procedure

Creating a New Line

1. Click the **Line** icon on the EDIT page of the operation panel, or click the **Line** button in the object bar.
2. Choose **Gadget** > **Line Width**, then select from **0 dots** through **5 dots**.

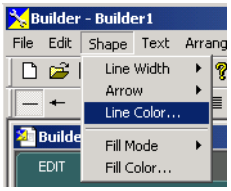


3. Choose **Gadget** > **Arrow**, then choose **None**, **Start**, **End**, or **Both**. You can also click the **No Arrow**, **Start Point Arrow**, **End Point Arrow**, or **Both Points Arrow** buttons on the attribute bar.

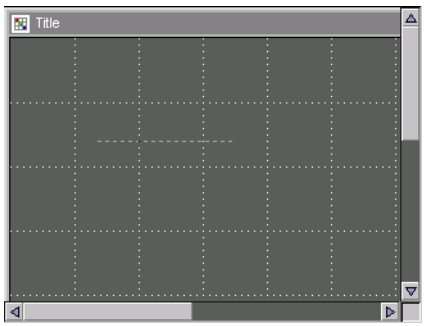


4. Choose **Gadget** > **Line Color**.

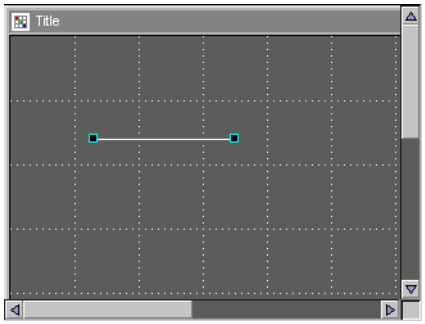
   The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.



5. Move the mouse to a location in the editing area where you want to start the line.
6. Drag the mouse to the end point of the line.

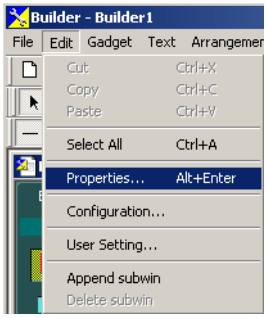


A line is created between the start and end points you specified.

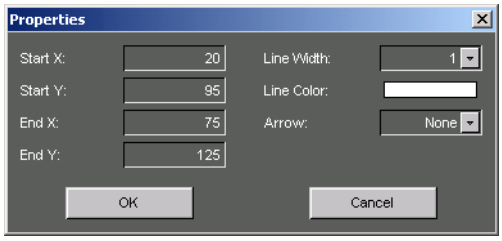


Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the line you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The line properties dialog box is displayed.



4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

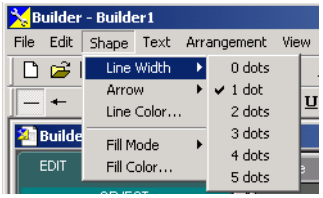
2.8 Creating Rectangles

You can create a rectangle of any shape and size. You can also specify the rectangle's line width, line color, and fill.

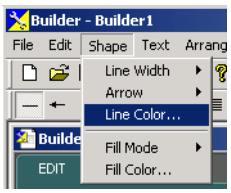
Procedure

Creating a New Rectangle

1. Click the **Rectangle** icon on the EDIT page of the operation panel, or click the **Rectangle** button in the object bar.
2. Choose **Gadget** > **Line Width**, then select from **0 dots** through **5 dots**.

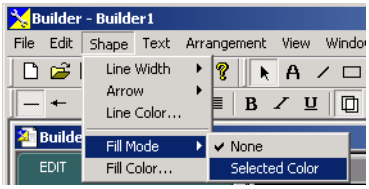


3. Choose **Gadget** > **Line Color**.

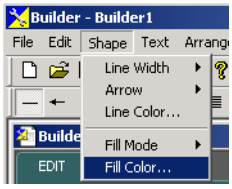


The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

4. To apply the fill, choose **Gadget** > **Fill Mode** > **Selected Color**, or click the **Fill** button on the attribute bar.



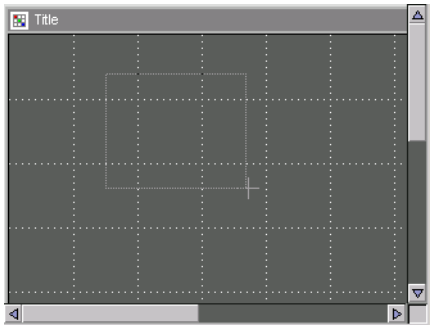
Choose **Gadget** > **Fill Color**.



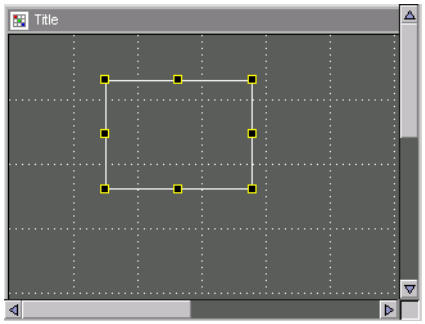
The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

5. Move the mouse to a location in the editing area where you want to place the rectangle.

6. Drag the cursor to the location of the opposite corner of the rectangle.

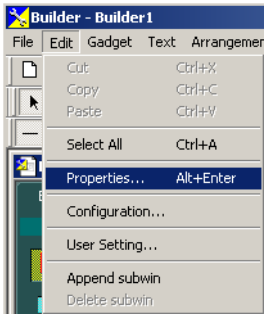


A rectangle is created using the two corner points specified in steps 5 and 6.

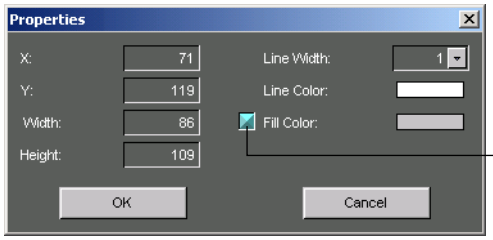


Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the rectangle you wish to edit in the editing area.
3. Choose **Edit** > **Properties**.



The rectangle properties dialog box is displayed.



4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

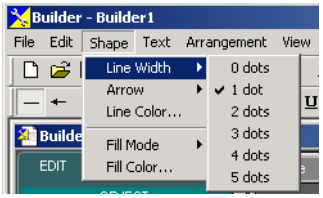
2.9 Creating Ellipses

You can create an ellipse of any shape and size. You can also specify the ellipse's line width, line color, and fill.

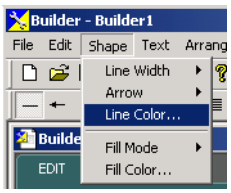
Procedure

Creating a New Ellipse

1. Click the **Ellipse** icon on the EDIT page of the operation panel, or click the **Ellipse** button in the object bar.
2. Choose **Gadget** > **Line Width**, then select from **0 dots** through **5 dots**.

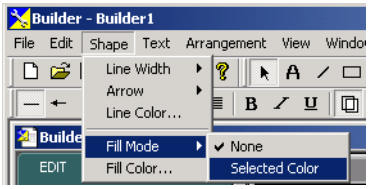


3. Choose **Gadget** > **Line Color**.

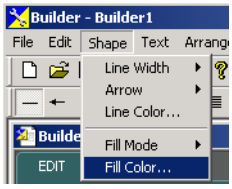


The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

4. To apply the fill, choose **Gadget** > **Fill Mode** > **Selected Color**, or click the **Fill** button on the attribute bar.



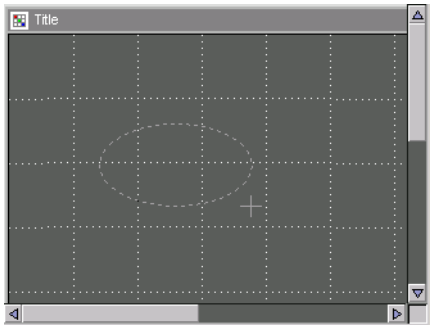
Choose **Gadget** > **Fill Color**.



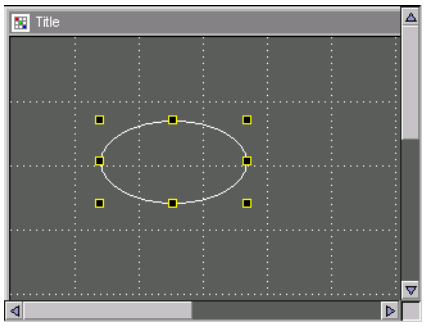
The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

5. Move the mouse to a location in the editing area where you want to place the ellipse.

6. Drag the cursor to the location of the opposite end of the ellipse.

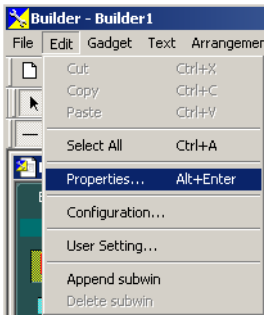


An ellipse is created using a frame based on the two corner points specified in steps 5 and 6.

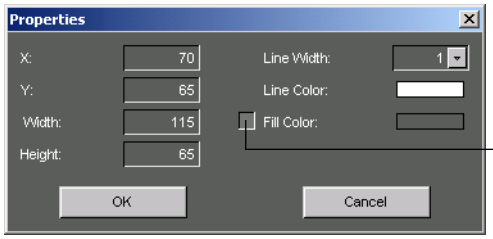


Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the ellipse you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The ellipse properties dialog box is displayed.



4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

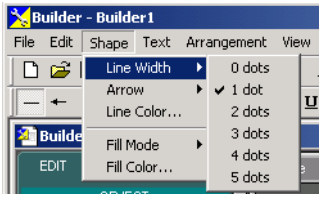
2.10 Creating Arcs

You can create an arc of any shape or size. You can also specify the arc's line width, starting angle, ending angle, line color, and fill.

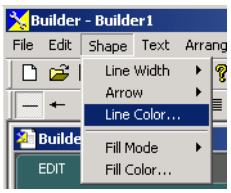
Procedure

Creating a New Arc

1. Click the **Arc** icon on the EDIT page of the operation panel, or click the **Arc** button in the object bar.
2. Choose **Gadget** > **Line Width**, then select from **0 dots** through **5 dots**.

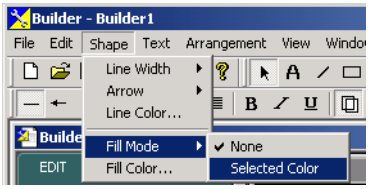


3. Choose **Gadget** > **Line Color**.

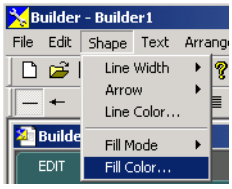


The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

4. To apply the fill, choose **Gadget** > **Fill Mode** > **Selected Color**, or click the **Fill** button on the attribute bar.



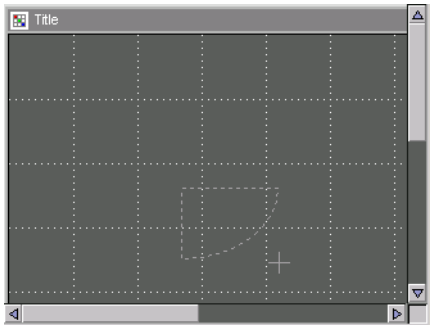
Choose **Gadget** > **Fill Color**.



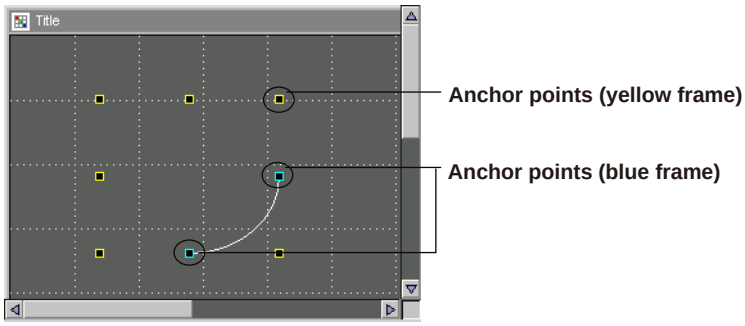
The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

5. Move the mouse to a location in the editing area where you want to place the arc.

6. Drag the cursor to the location of the opposite end of the arc.



An arc is created using a frame based on the two corner points specified in steps 5 and 6.



7. To change the arc's length, click the arc to select it (usually items are selected as soon as they are created).

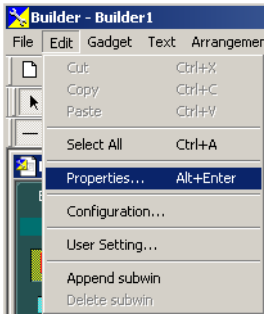
8. Move the cursor over one of the blue anchor points at the start or end of the arc.

9. Drag the anchor point to a new position (you may only move the anchor point to a new position along the arc itself).

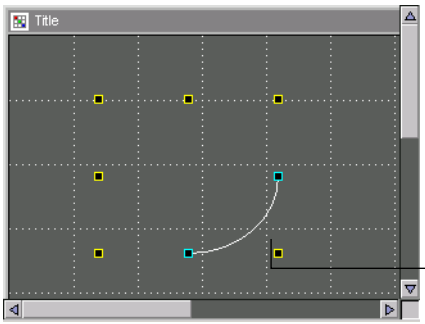
10. The other anchor point can also be moved in the same manner.

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the arc you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The arc properties dialog box is displayed.



4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

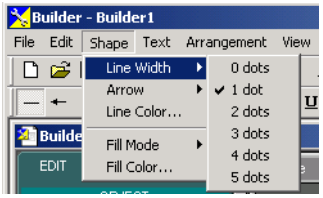
2.11 Creating Polygons

You can create a polygon of any shape and size. You can also specify the polygon's line width, line color, and fill.

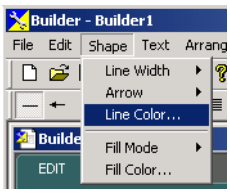
Procedure

Creating a New Polygon

1. Click the **Polygon** icon on the EDIT page of the operation panel, or click the **Polygon** button in the object bar.
2. Choose **Gadget** > **Line Width**, then select from **0 dots** through **5 dots**.

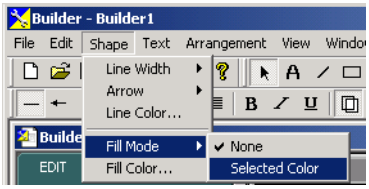


3. Choose **Gadget** > **Line Color**.

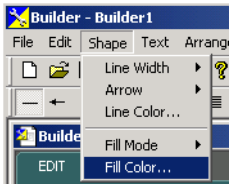


The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

4. To apply the fill, choose **Gadget** > **Fill Mode** > **Selected Color**, or click the **Fill** button on the attribute bar.



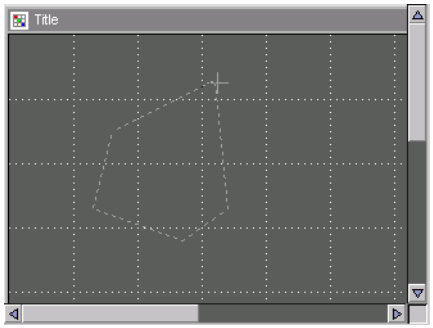
Choose **Gadget** > **Fill Color**.



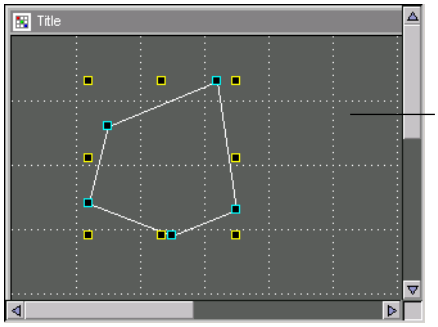
The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

5. Move the mouse to a location in the editing area where you want to place the polygon.
6. Click the left mouse button.
7. Move the cursor to the next vertex on the polygon and left-click again.

8. Repeat step 7 until all sides of the polygon are completed.



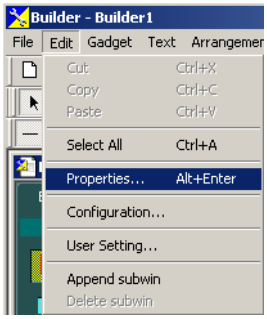
9. To finish the polygon, double click the mouse.



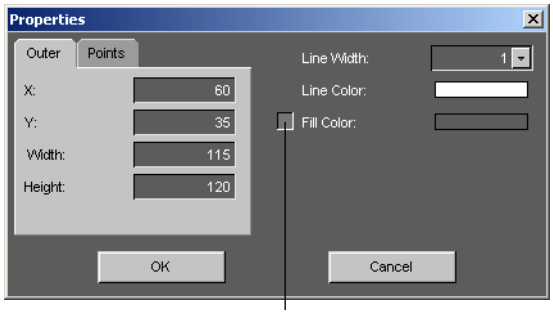
**The created polygon and its anchor points are displayed.
You can reshape the polygon by dragging its (blue) anchor points.**

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the polygon you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.

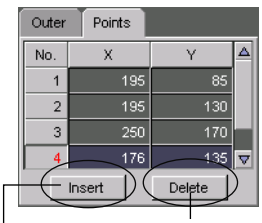


The polygon properties dialog box is displayed.



Click here to apply the fill color.

Click the Points tab



To delete an angle, select the angle's number and click the Delete button.

**To add an angle, select the angle whose number is one higher than the one you want to add.
Click the Insert button, then input the X and Y coordinates of the new vertex.**

4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

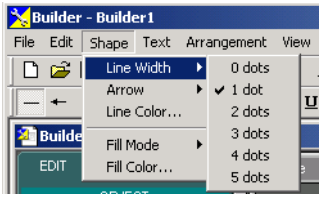
2.12 Creating Value Rectangles

You can create a value rectangle for any channel. You can also specify the value rectangle's line width and line color.

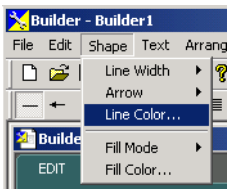
Procedure

Creating a New Value Rectangle

1. Click the **Value Rectangle** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Value Rectangle** button in the object bar.
2. Choose **Gadget** > **Line Width**, then select from **0 dots** through **5 dots**.

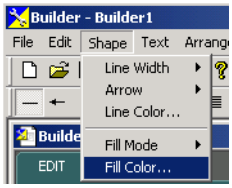


3. Choose **Gadget** > **Line Color**.



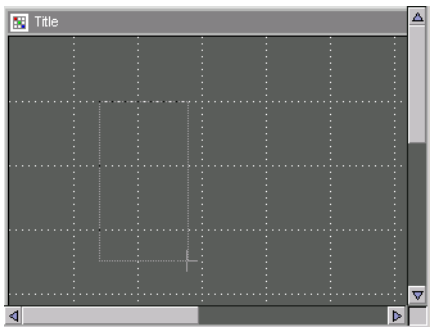
The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

4. Choose **Gadget** > **Fill Color**.

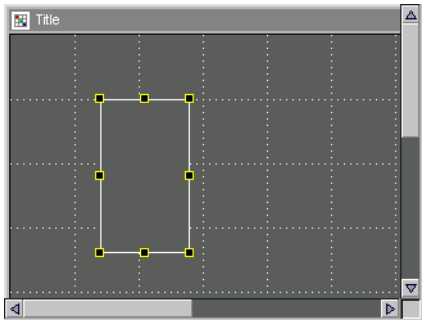


The color settings dialog box is displayed. For details on the color settings dialog box, see "Choosing a Color from the Color Settings Dialog Box" in section 2.30.

5. Move the mouse to a location in the editing area where you want to place the value rectangle.
6. Drag the cursor to the location of the opposite corner of the value rectangle.



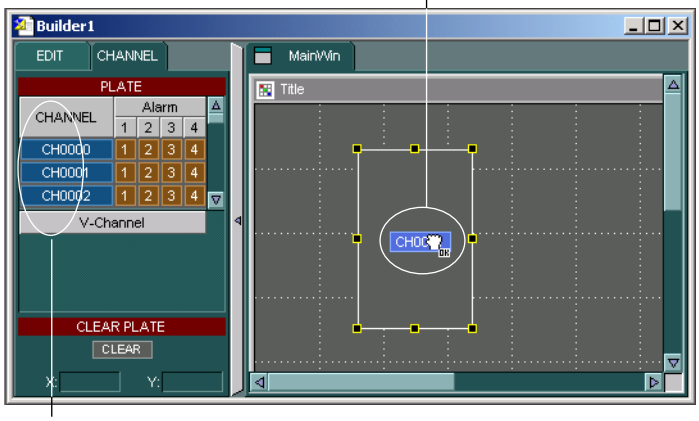
A value rectangle is created using the two corner points specified in steps 5 and 6.



7. Move the cursor to the channel you wish to assign to the value rectangle on the channel page of the operation panel.

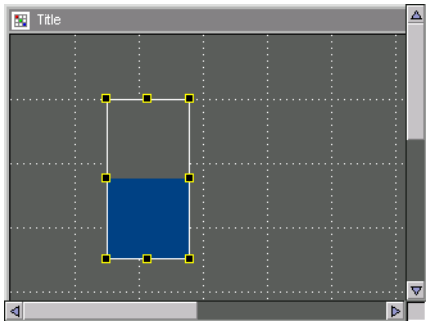
8. Drag the channel to the value rectangle.

(2) Drop the channel plate on the value rectangle.



(1) Drag the channel you wish to assign.

A value rectangle is created with the desired channel assigned to it.

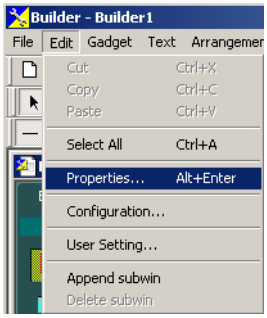


Note

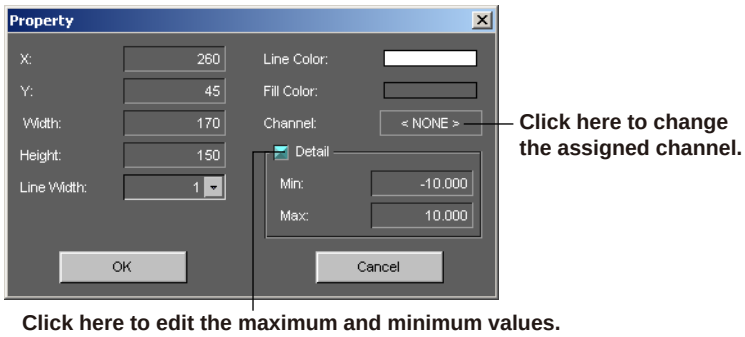
- When you drag a channel over a value rectangle, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel can not be assigned to the value rectangle. Be sure to confirm whether or not a channel may be assigned.
- To remove channel assignments from value rectangles, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the value rectangle you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The value rectangle properties dialog box is displayed.



4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

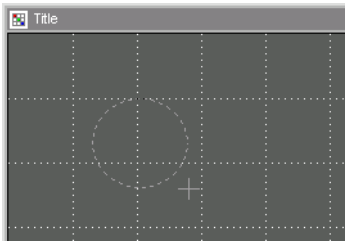
2.13 Creating Indicators

You can create an indicator for any channel's alarm. You can also create channel or alarm labels.

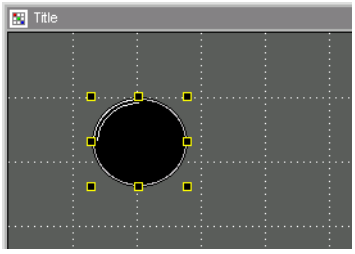
Procedure

Creating a New Indicator

1. Click the **Indicator** icon on the EDIT page of the operation panel, or click the **Indicator** button in the object bar.
2. Move the mouse to a location in the editing area where you want to place the indicator.
3. Drag the cursor to the location of the opposite end of the indicator.

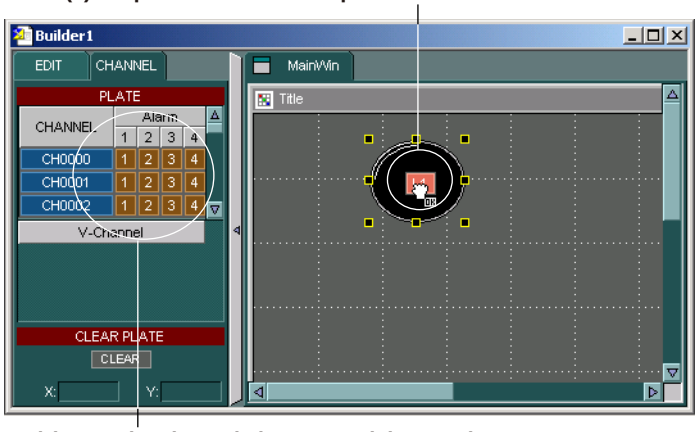


An indicator is created using the two corner points specified in steps 2 and 3.



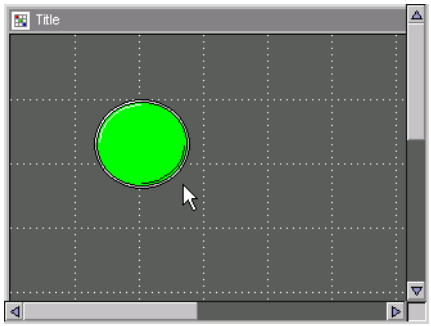
4. Move the cursor to the channel alarm you wish to assign to the indicator on the channel page of the operation panel.
5. Drag the alarm to the indicator created in step 3.

(2) Drop the channel alarm plate on the indicator.



(1) Drag the channel alarm you wish to assign.

An indicator to which the desired channel alarm is assigned is created.

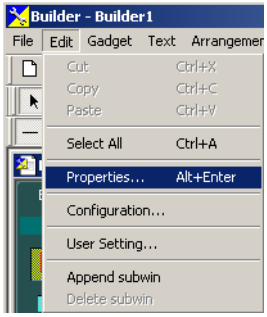


Note

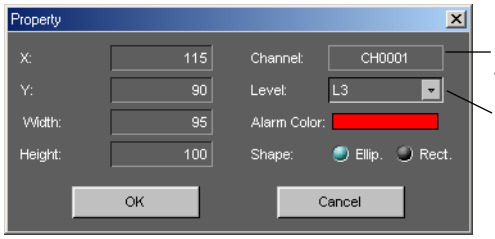
- When you drag a channel alarm over an indicator, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel alarm can not be assigned to the indicator. Be sure to confirm whether or not a channel may be assigned.
- Only channel alarm labels can be assigned to indicators. A channel itself cannot be assigned.
- To remove channel alarm label assignments from indicators, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the indicator you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



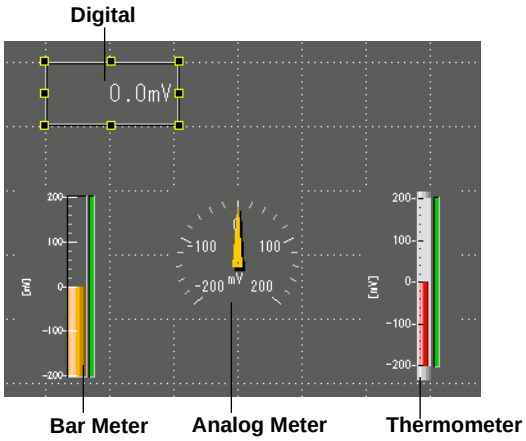
The indicator properties dialog box is displayed.



4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

2.14 Creating Meters

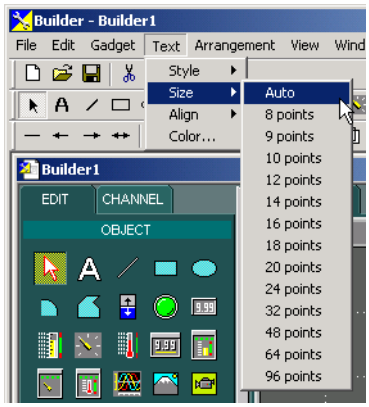
You can create several different kinds of meters (digital, bar, analog, and thermometer) and assign channels to them. You can also enter settings for such things as the channel, text size, and units.



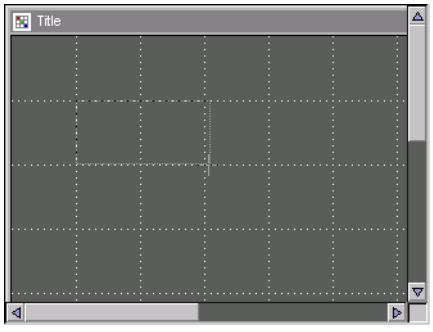
Procedure

Creating a New Meter

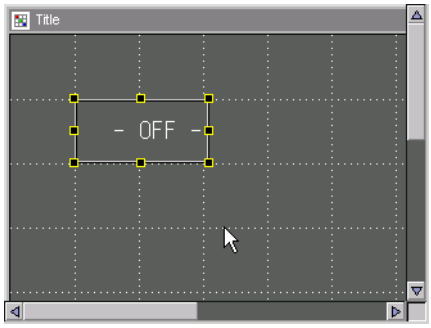
1. Click the **Digital**, **Bar Meter**, **Analog Meter**, or **Thermometer** icon on the EDIT page of the operation panel. You can also click the corresponding buttons on the object bar.
2. Choose **Text** > **Size**, then select from **Auto** through **96 points**.



3. Move the mouse to a location in the editing area where you want to place the meter.
4. Drag the cursor to the location of the opposite corner of the meter.



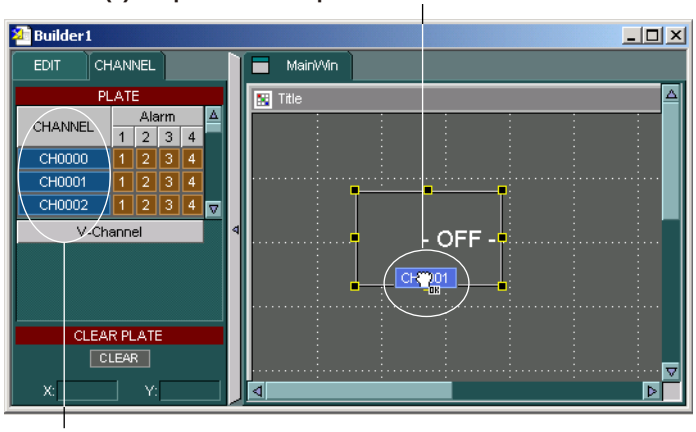
A meter is created using the two corner points specified in steps 3 and 4.



5. Move the cursor to the channel you wish to assign to the meter on the channel page of the operation panel.

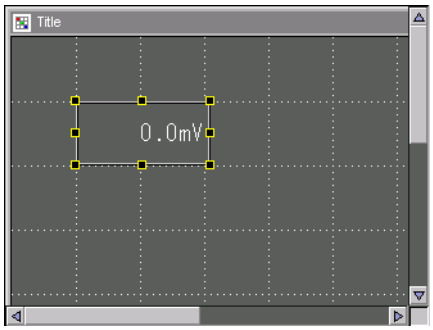
6. Drag the channel to the meter.

(2) Drop the channel plate on the meter.



(1) Drag the channel you wish to assign.

A meter is created with the desired channel assigned to it.

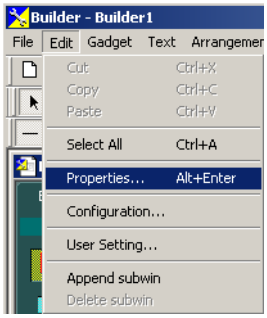


Note

- When you drag a channel over a meter, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel can not be assigned to the meter. Be sure to confirm whether or not a channel may be assigned.
- To remove channel assignments from meters, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

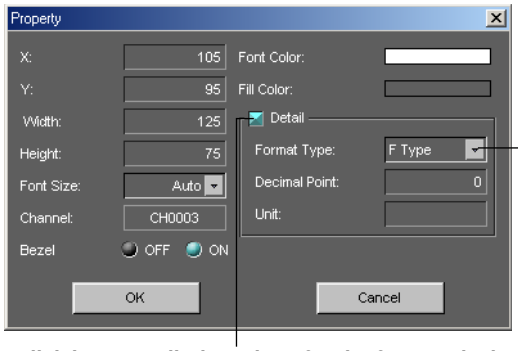
Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the meter you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The meter properties dialog box is displayed.

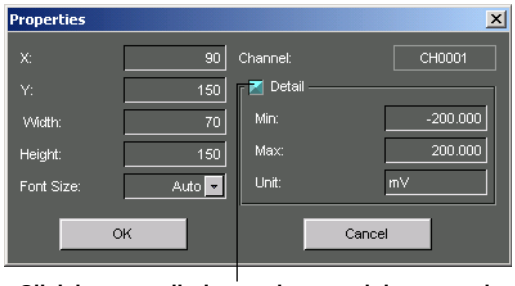
The digital meter properties dialog box



F Type (fixed decimal representation)
E Type (floating point representation)
T Type (Time represetation)

Click here to edit the values for the format, decimal point, and units.

The bar meter, analog meter, and thermometer properties dialog box

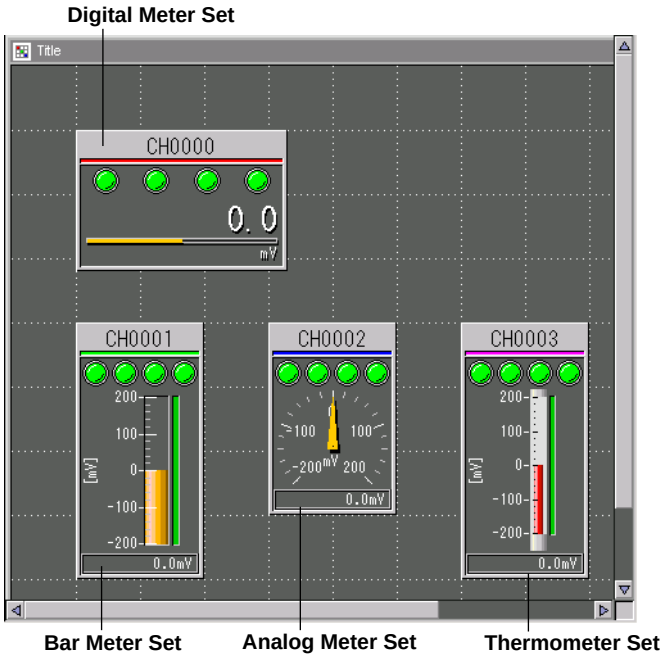


Click here to edit the maximum, minimum, and units values.

4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

2.15 Creating Meter Sets

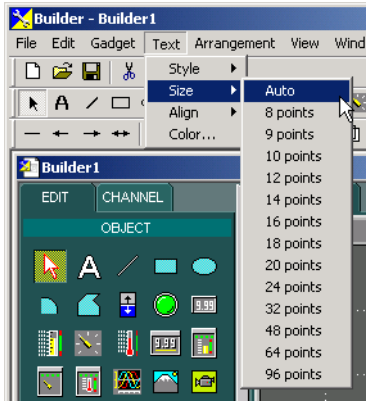
You can create several different kinds of meter sets (digital, bar, analog, and thermometer) and assign channels to them. You can also enter settings for such things as the channel, text size, decimal place, and units.



Procedure

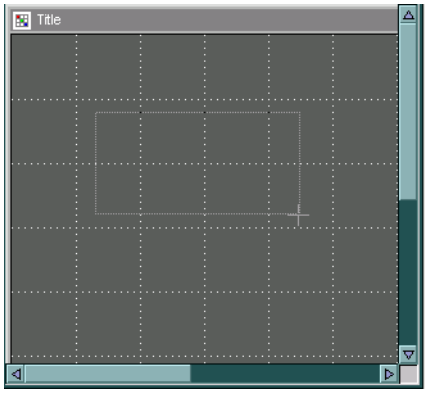
Creating a New Meter Set

1. Click the **Digital Meter Set**, **Bar Meter Set**, **Analog Meter Set**, or **Thermometer Set** icon on the EDIT page of the operation panel. You can also click the corresponding buttons on the object bar.
2. Choose **Text** > **Size**, then select from **Auto** through **96 points**.

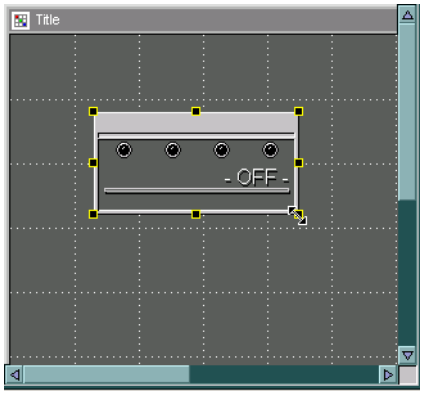


3. Move the mouse to a location in the editing area where you want to place the meter set.

4. Drag the cursor to the location of the opposite corner of the meter set.



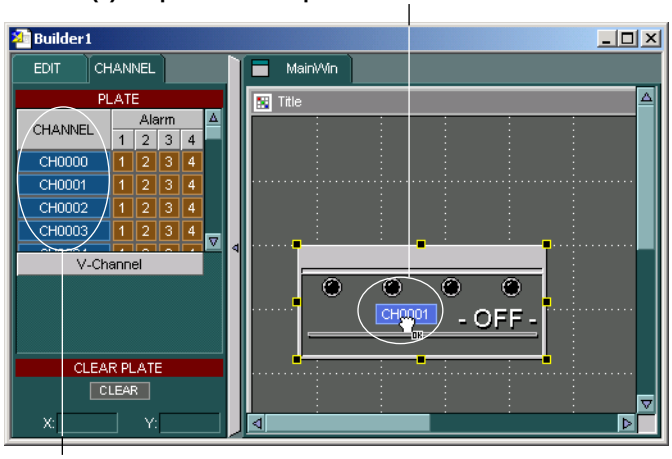
A meter set is created using the two corner points specified in steps 3 and 4.



5. Move the cursor to the channel you wish to assign to the meter set on the channel page of the operation panel.

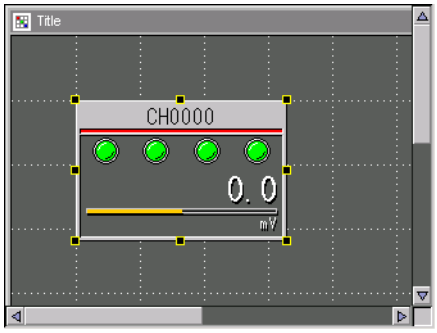
6. Drag the channel to the meter set.

(2) Drop the channel plate on the meter set.



(1) Drag the channel you wish to assign.

A meter set is created with the desired channel assigned to it.

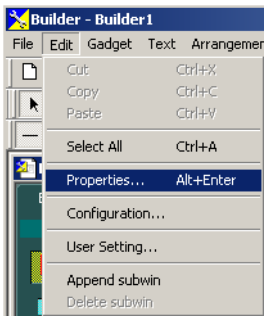


Note

- When you drag a channel over a meter set, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel can not be assigned to the meter set. Be sure to confirm whether or not a channel may be assigned.
- To remove channel assignments from meter sets, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

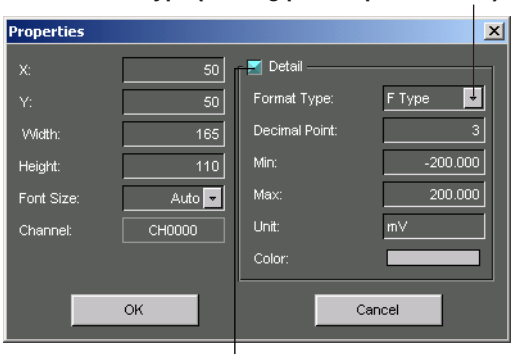
Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the meter set you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The meter set properties dialog box is displayed.

Select F Type (fixed decimal representation) or E Type (floating point representation).



Click here to edit the format type, decimal point, minimum value, maximum value, units, and color.

4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

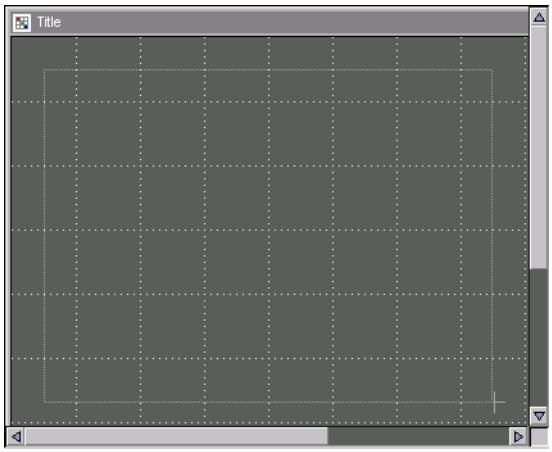
2.16 Creating Trend Graphs

You can create trend graphs and assign channels to them. You can also enter settings for such things as the channel, units, grid color, and background color.

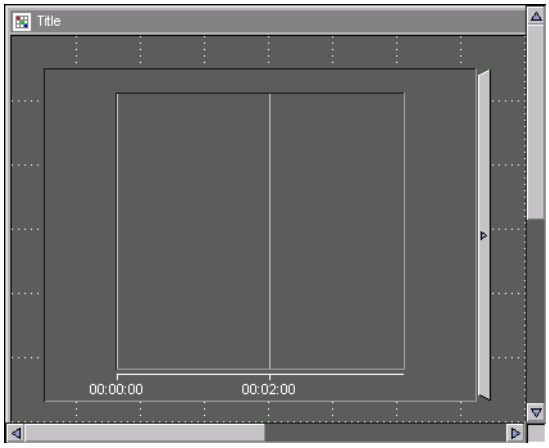
Procedure

Creating a New Trend Graph

1. Click the **Trend Graph** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Trend Graph** button in the object bar.
2. Move the mouse to a location in the editing area where you want to place the trend graph.
3. Drag the cursor to the location of the opposite corner of the trend graph.



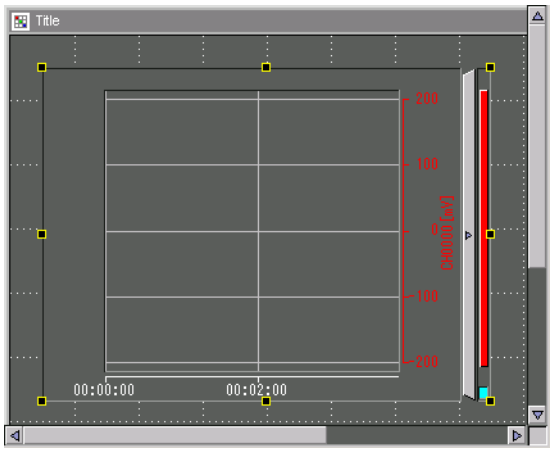
A trend graph is created using the two corner points specified in steps 2 and 3.



4. Move the cursor to the channel you wish to assign to the trend graph on the channel page of the operation panel.

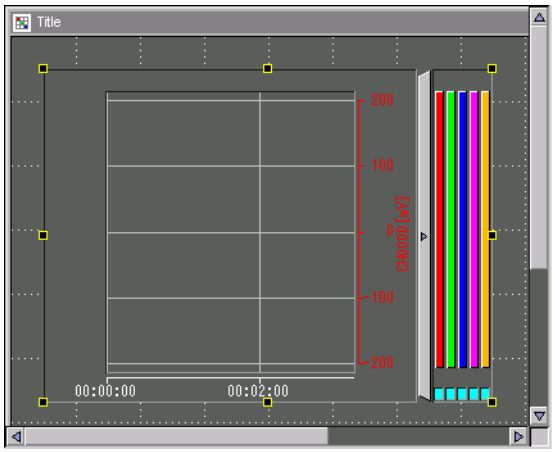
5. Drag the channel to the trend graph.

The specified channel is assigned to the trend graph.



6. Repeat steps 4 and 5 for each channel you wish to assign.

A trend graph is created with the desired channel assigned to it.

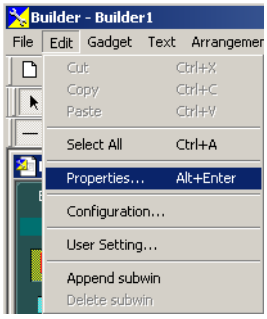


Note

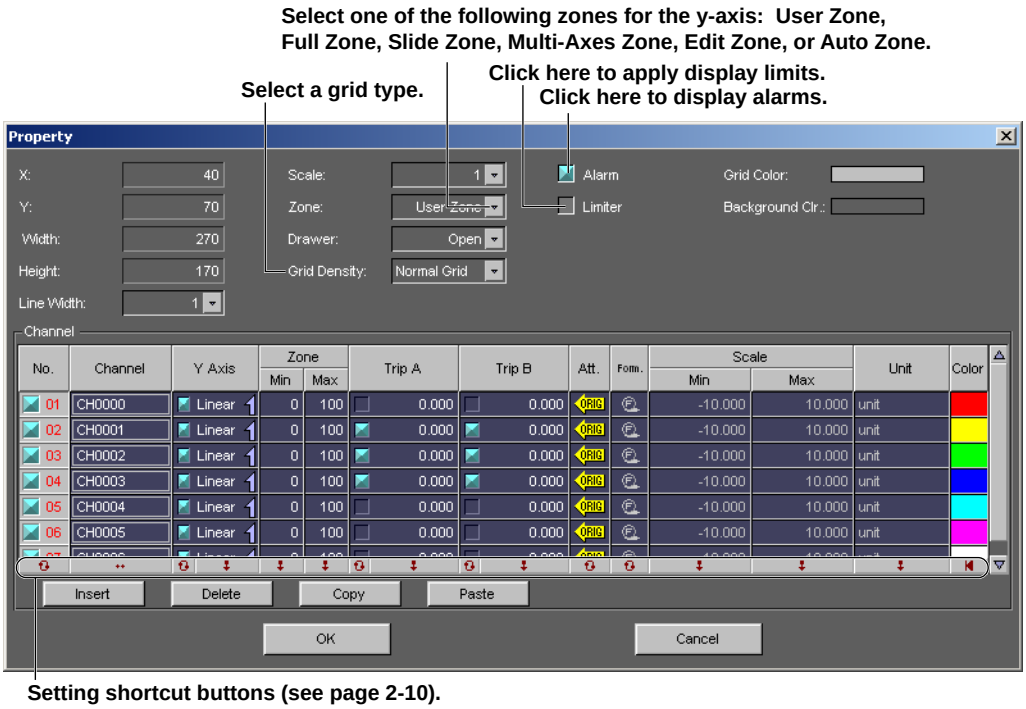
- When you drag a channel over a trend graph, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel can not be assigned to the trend graph. Be sure to confirm whether or not a channel may be assigned.
- To remove channel assignments from trend graphs, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the trend graph you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The meter set properties dialog box is displayed.


Select one of the following zones for the y-axis: User Zone, Full Zone, Slide Zone, Multi-Axes Zone, Edit Zone, or Auto Zone.
Select a grid type.
Click here to apply display limits.
Click here to display alarms.
Property
X: 40
Y: 70
Width: 270
Height: 170
Line Width: 1
Scale: 1
Zone: User Zone
Drawer: Open
Grid Density: Normal Grid
Alarm
Limiter
Grid Color:
Background Clr.:
Channel
No. Channel Y Axis Zone Min Zone Max Trip A Trip B Att. Form. Scale Min Scale Max Unit Color
01 CH0000 Linear 1 0 100 0.000 0.000 ORIG -10.000 10.000 unit
02 CH0001 Linear 1 0 100 0.000 0.000 ORIG -10.000 10.000 unit
03 CH0002 Linear 1 0 100 0.000 0.000 ORIG -10.000 10.000 unit
04 CH0003 Linear 1 0 100 0.000 0.000 ORIG -10.000 10.000 unit
05 CH0004 Linear 1 0 100 0.000 0.000 ORIG -10.000 10.000 unit
06 CH0005 Linear 1 0 100 0.000 0.000 ORIG -10.000 10.000 unit
Insert
Delete
Copy
Paste
OK
Cancel

Setting shortcut buttons (see page 2-10).

Each trend graph setting is the same as for the DAQ32 Plus, DAQEXPLORER, DAQLOGGER, or MXLOGGER.
For details, see their respective user’s manuals.

4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

2.17 Creating Pictures

You can place a “picture” (a bit mapped image) in the monitor screen.

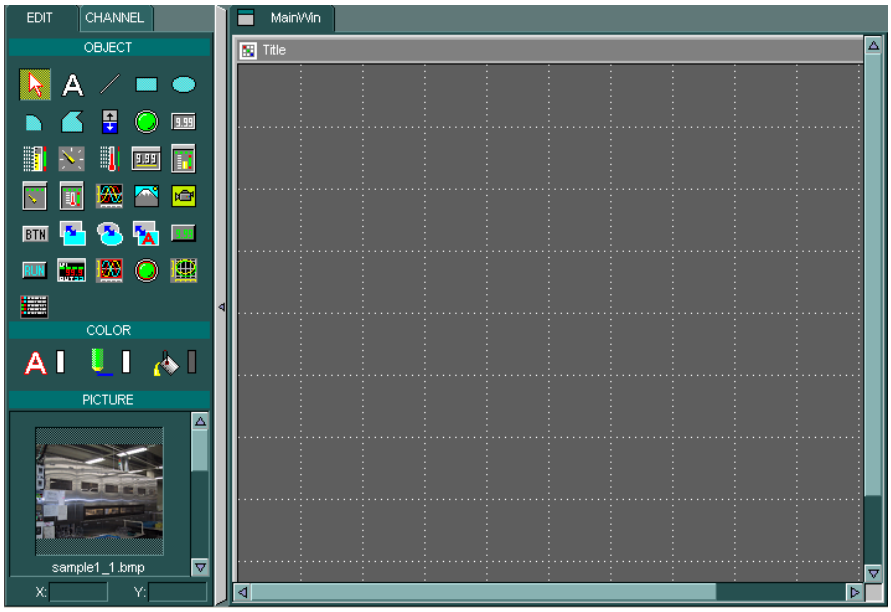
Procedure

Placing a Picture in the Picture Folder

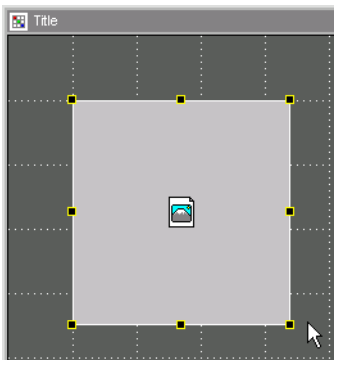
Place images in BMP format that you want to have available for use into the AddObserver/Picture directory created during installation of the AddObserver.

Creating a New Picture

1. Click the **Picture** icon on the EDIT page of the operation panel, or click the **Picture** button in the object bar.
2. Move the mouse to a location in the editing area where you want to place the picture.
3. Drag the cursor to the location of the opposite corner of the picture.

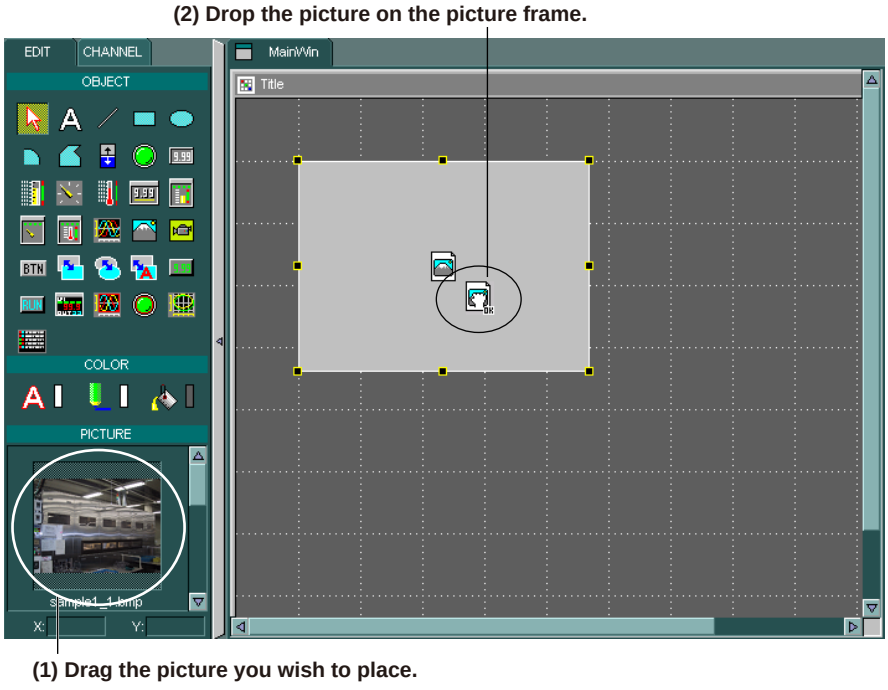


A picture frame is created using the two corner points specified in steps 2 and 3.

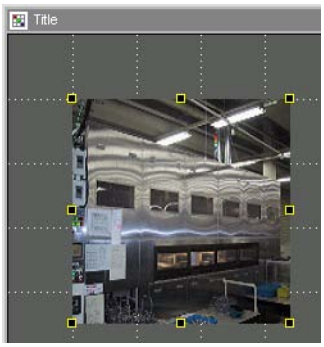


4. Move the cursor to the picture you want to place in the PICTURE group on the EDIT page of the operation panel.

5. Drag the picture to the frame created in step 3.



The selected picture fills the picture frame.

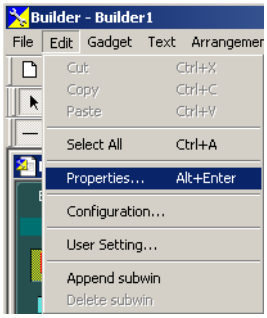


Note

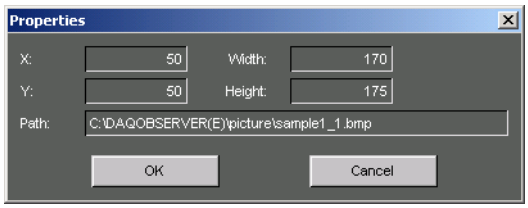
You can still drag a picture onto the editing area even if you do not first create a frame for it. In this case, the picture is sized according to the original size of the BMP file.

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the picture you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The picture properties dialog box is displayed.



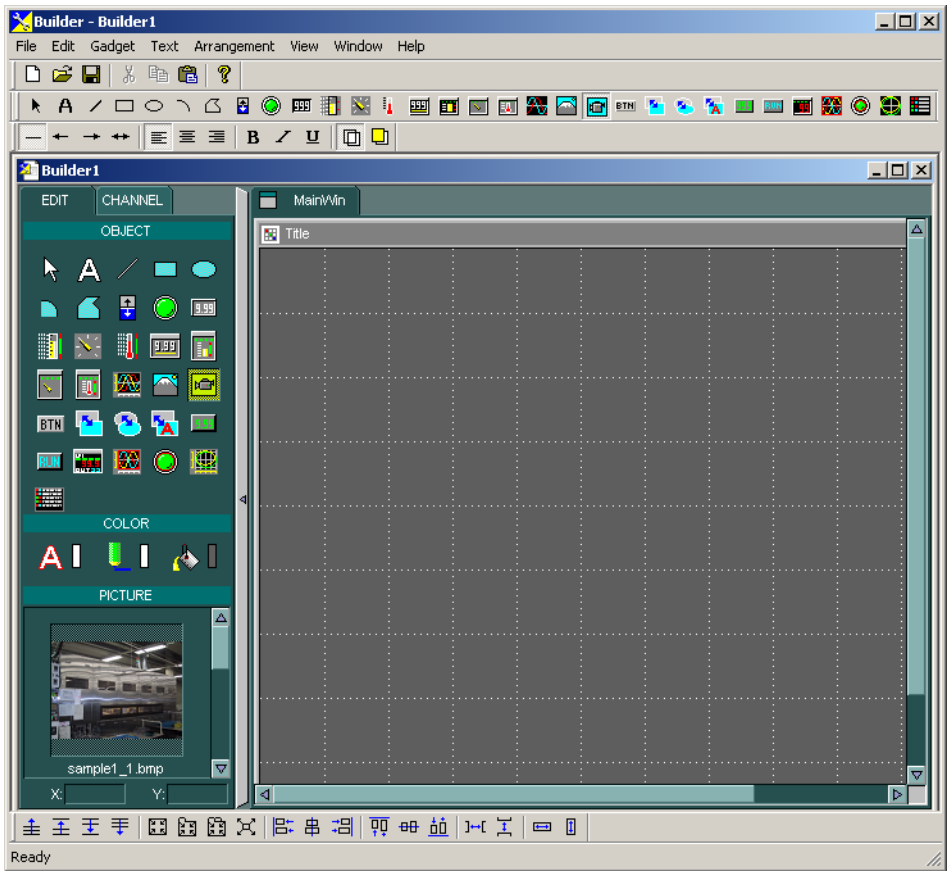
4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

2.18 Creating Monitor Windows

You can arrange GateEye images.

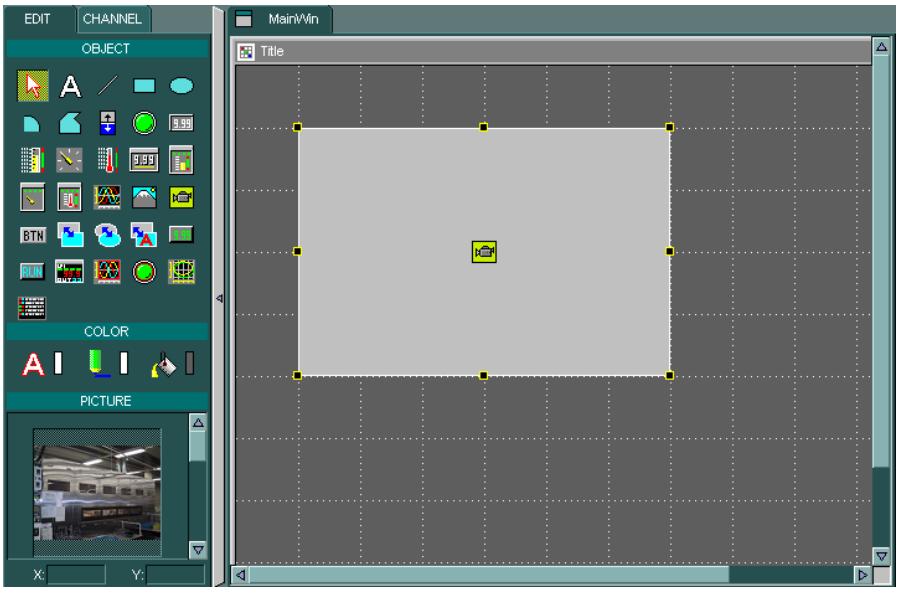
Procedure

1. Enter detailed channel settings (see section 2.4).
2. Select the Edit tab in the operation panel. Click the Monitor icon under Objects, or the Monitor button on the object bar.



3. On the editing screen, move the mouse to one corner of the area where you want to place the monitor.
4. Drag the mouse to the corner opposite the point specified in step 3.

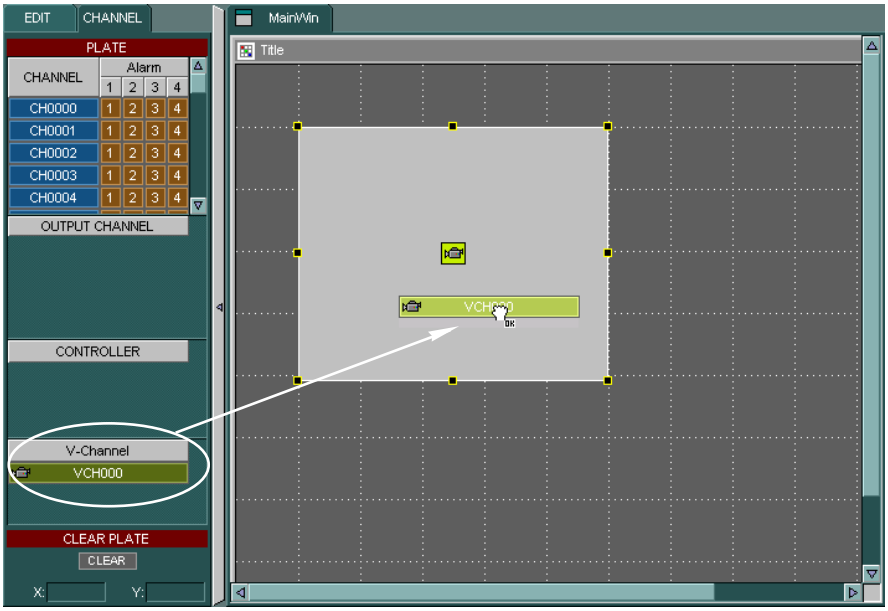
   A rectangular monitor frame appears based on the 2 opposing points specified in steps 3 and 4.



5. Select the Channel tab in the operation panel. Move the mouse to the monitor you wish to place under V-Channel.

6. Drag the monitor into the frame created in step 4.

   The specified monitor and V channel number are displayed in the frame.



7. Choose **File** > **Save** or **Save As** to save.

Note

To view the monitor window, open AddObserver panel.

For details, see section 2.1–2.2 of the WX83 AddObserver Runtime User's Manual (IM WX83-01E).

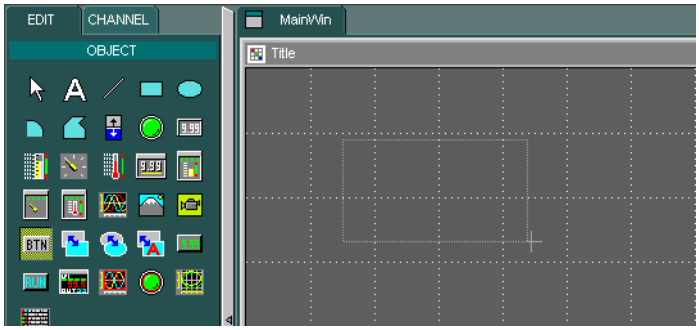
2.19 Creating Buttons

You can create buttons for various tasks such as stopping alarm sounds and showing or hiding a specified monitor window.

Procedure

Creating a New Button

1. Click the **Button** icon on the EDIT page of the operation panel, or click the **Button** button in the object bar.
2. Move the mouse to a location in the editing area where you want to place the button.



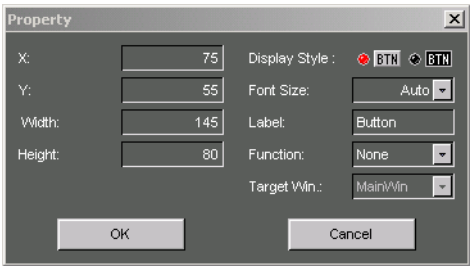
3. Drag the cursor to the location of the opposite corner of the button.

   A button is created using the two corner points specified in steps 2 and 3.

Setting the Button Function, Button Name, and Display Type

4. Choose **Edit** > **Properties**.

   The button properties dialog box is displayed.



Display Type

5. Select black text on white background or black text on white background.

Font Size

6. Select the size of the text that will appear on the buttons.

Label

7. Enter the text that will appear on the button.

Function

8. Select the function to be performed when the button is pressed from **None**, **Hide**, **Show**, **Alarm Sound ACK**.
9. If you select Show or Hide, select the monitor window to be shown or hidden. To select a monitor window, monitor windows must be added beforehand. For details, see the next page.
   You can specify the monitor window by dragging and dropping the icon of the desired window tab onto the button. In this case, the function automatically changes to Hide.

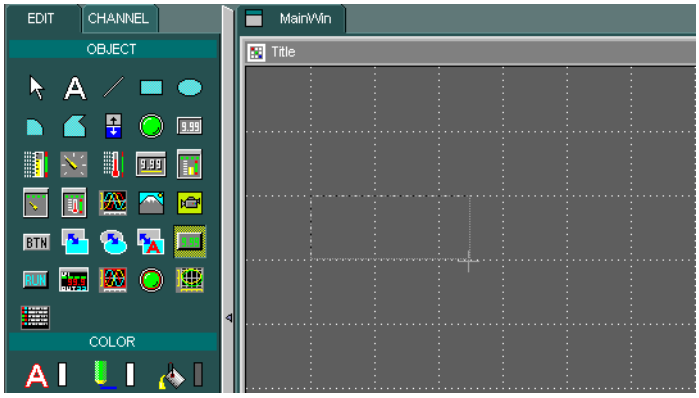
2.20 Creating Numeric Out Windows

You can create an object for editing output values and sending them to hosts whose types are set to I/O Channel in the Channel Detail Setting dialog box.
You can only assign output channels.

Procedure

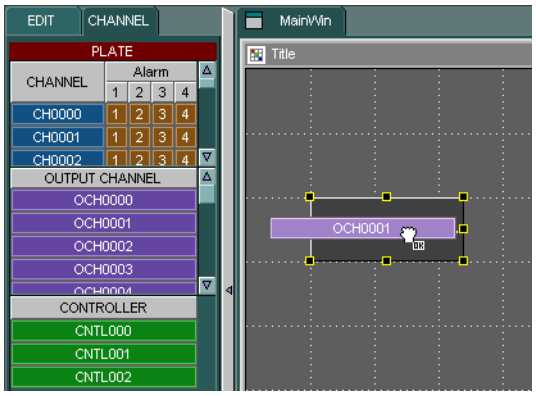
Creating a New Object

1. Click the **Numeric Out** icon under Objects in the EDIT page of the operation panel, or click the **Numeric Out** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the numeric out object.
3. Drag the cursor to the location of the opposite corner of the object.



A numeric out object is created in the two opposing corners defined in steps 2 and 3.

4. In the Setting Plate of the CHANNEL page in the operation panel, move the cursor to the output channel that you wish to assign to the numeric out object.
5. Drag the OUTPUT CHANNNEL you wish to assign over the numeric out object created in step 3.



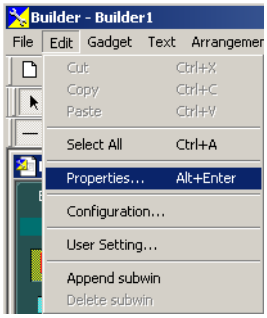
The specified output channel is now assigned to the numeric out object.

Note

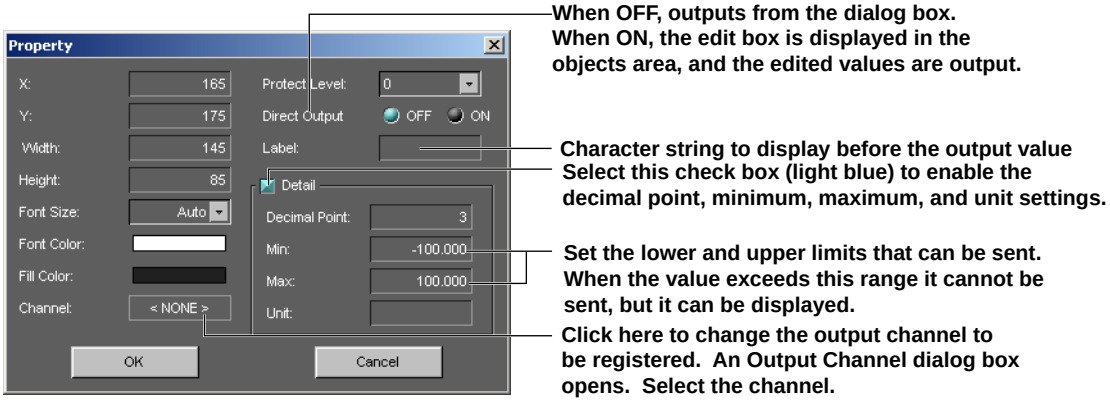
- When you move the output channel over the numeric out object, the cursor changes to . Note that the output channel cannot be assigned when displayed as .
- You can only assign output channels to numeric out objects.
- To delete the output channel assignment from the numeric out object, see section 2.30, “Editing Objects.”
- If no channels are linked to the output channel, it cannot be assigned.

Editing from the Properties Dialog Box

1. Click the **Edit** icon under Objects in the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. In the Edit area, select the numeric out object you wish to edit.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The numeric out object's properties dialog box opens.


Property
X: 165
Y: 175
Width: 145
Height: 85
Font Size: Auto
Font Color:
Fill Color:
Channel: < NONE >
Protect Level: 0
Direct Output OFF ON
Label:
Detail
Decimal Point: 3
Min: -100.000
Max: 100.000
Unit:
OK
Cancel
When OFF, outputs from the dialog box. When ON, the edit box is displayed in the objects area, and the edited values are output.
Character string to display before the output value
Select this check box (light blue) to enable the decimal point, minimum, maximum, and unit settings.
Set the lower and upper limits that can be sent. When the value exceeds this range it cannot be sent, but it can be displayed.
Click here to change the output channel to be registered. An Output Channel dialog box opens. Select the channel.

4. Move the cursor to the item you wish to edit, then enter a setting.
5. Click the **OK** button.

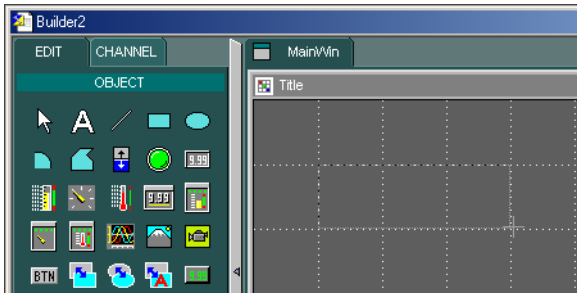
2.21 Creating Selectable Out Objects

You can create an object that lets you select a character string to which an output value was registered, and send it to a host whose type is set to I/O Channel in the Channel Detail Setting dialog box.

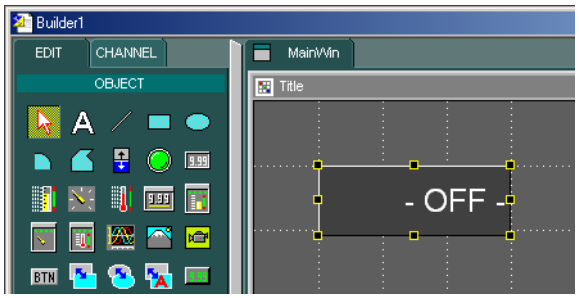
Procedure

Creating a New Object

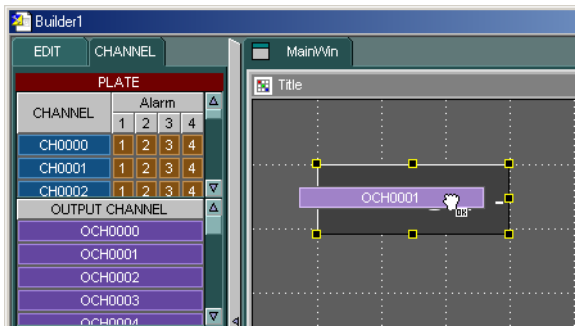
1. Click the **Selectable Out** icon in the EDIT page of the operation panel, or click the **Selectable Out** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the selectable out object.
3. Drag the cursor to the location of the opposite corner of the object.



A selectable out object is created in the two opposing corners defined in steps 2 and 3.



4. In the Setting Plate of the CHANNEL page in the operation panel, move the cursor to the output channel that you wish to assign to the selectable out object.
5. Drag the OUTPUT CHANNEL you wish to assign over the selectable out object created in step 3.



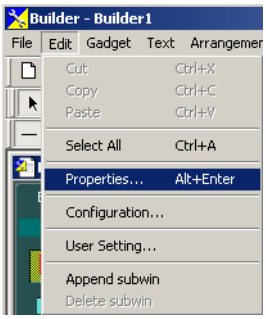
The specified output channel is now assigned to the selectable out object.

Note

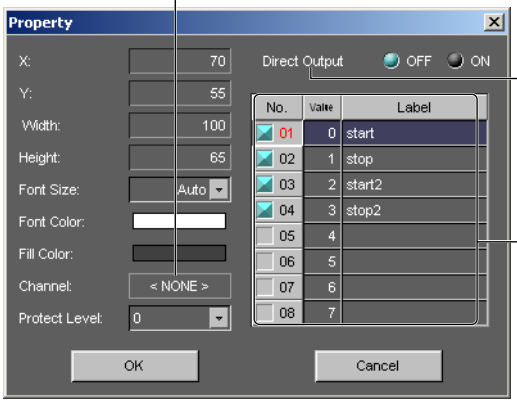
- When you move the output channel over the selectable out object, the cursor changes to . Note that the output channel cannot be assigned when displayed as .
- You can only assign output channels to selectable out objects.
- To delete the output channel assignment from the selectable out object, see section 2.30, "Editing Objects."
- If no channels are linked to the output channel, it cannot be assigned.

Editing from the Properties Dialog Box

1. Click the **Edit** icon under Objects in the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. In the Edit area, select the selectable out object you wish to edit.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The selectable out object's properties dialog box opens.



The range of values that can be specified is 0 to 99. Click here to change the output channel to be registered. An Output Channel dialog box opens. Select the channel.

When OFF, outputs from the dialog box. When ON, the edit box is displayed in the objects area, and the edited values are output.

The integer values and character strings to be displayed are shown on a spreadsheet. You can edit the character string. Up to 16 characters can be entered for the character string. Up to eight statuses can be registered.

4. Move the cursor to the item you wish to edit, then enter a setting.
5. Click the **OK** button.

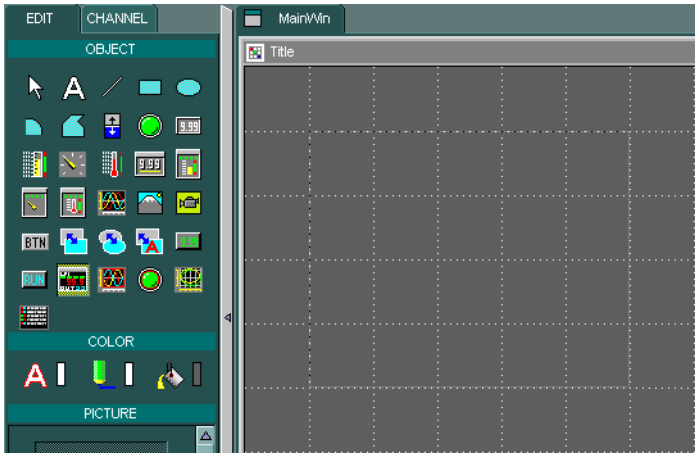
2.22 Creating Temperature Controller Parts

You can only assign controllers to temperature controller parts.
When assigning a controller, the controller's channels and output channels are assigned to each part of the temperature controller parts.

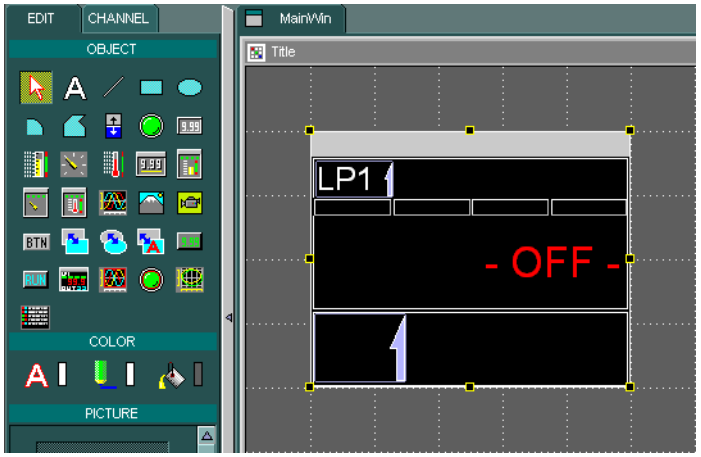
Procedure

Creating a New Object

1. Click the **Temperature Controller Parts** icon in the EDIT page of the operation panel, or click the **Temperature Controller Parts** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the temperature controller parts.
3. Drag the cursor to the location of the opposite corner of the object.

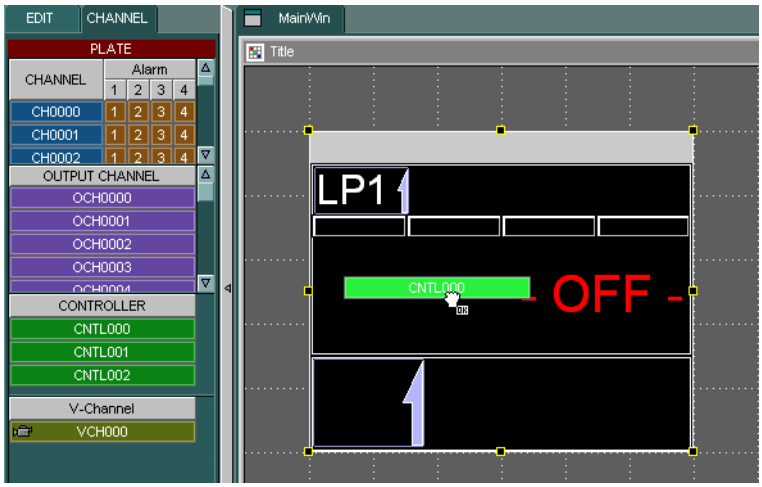


A temperature controller is created in the two opposing corners defined in steps 2 and 3.



4. In the Setting Plate of the CHANNNEL page in the operation panel, move the cursor to the controller that you wish to assign to the temperature controller parts.

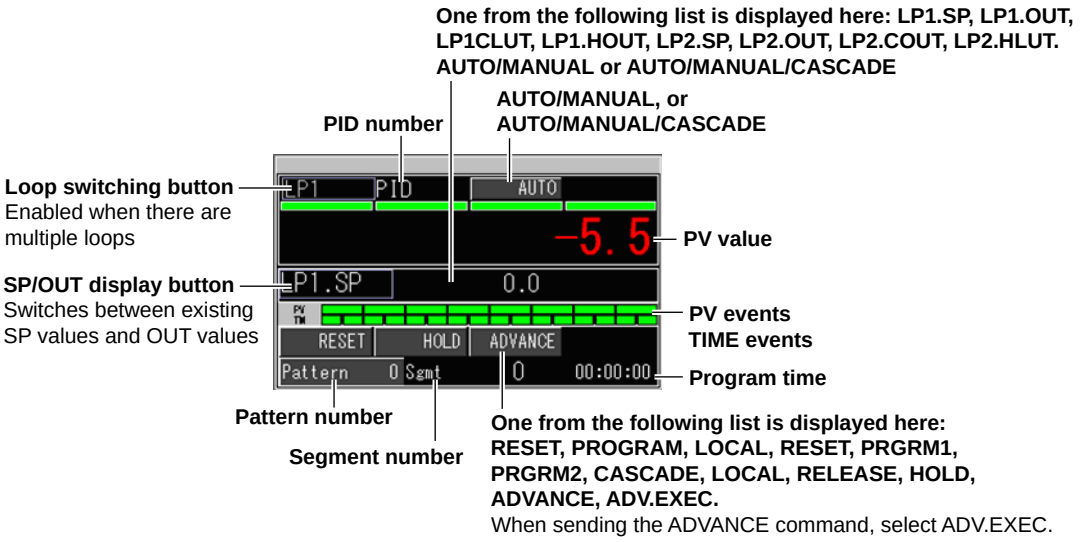
5. Drag the controller you wish to assign over the temperature controller parts created in step 3.



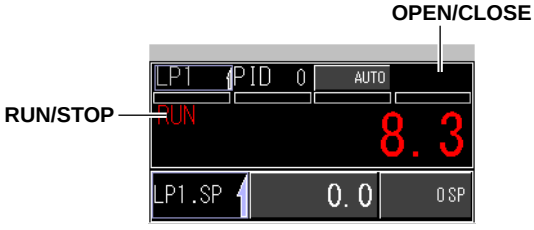
The specified controller is now assigned to the temperature controller parts.

Example of Assignmen

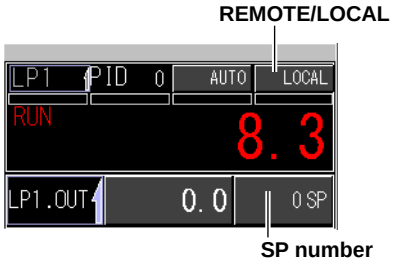
For the UP750



For the US1000



For the UT750



Assign all channels that are set on GateCONTROL by default. The channels that can be assigned differ according to the model and control mode.

The RUN/STOP channels and other quantities depend on the GateCONTROL settings.

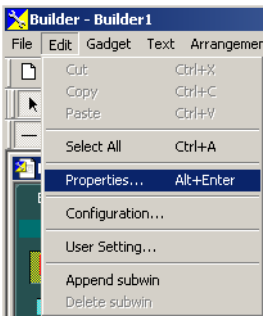
The maximum and minimum output values, decimal place, units, and other parameters are assigned according to attributes set in channel detail settings (see section 2.4).

Note

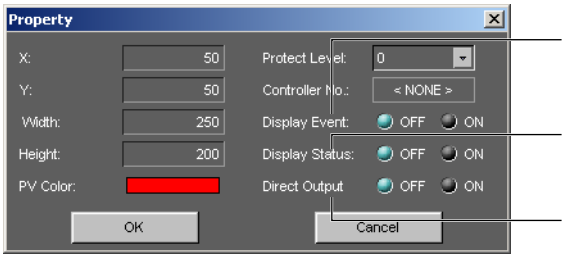
- When you move the controller over the temperature controller, the cursor changes to . Note that the controller cannot be assigned when displayed as .
- You can only assign controllers to temperature controllers.
- To delete the controller assignment from temperature controller parts, see section 2.30, “Editing Objects.”

Editing from the Properties Dialog Box

1. Click the **Edit** icon under Objects in the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. In the Edit area, select the temperature controller parts you wish to edit.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The Temperature Controller Parts properties dialog box opens.



Turn ON/OFF the area for displaying PV events and TIME events of the temperature controller (UP□□□).

Turn ON/OFF the area for displaying items such as the segment number of the temperature controller (UP□□□).

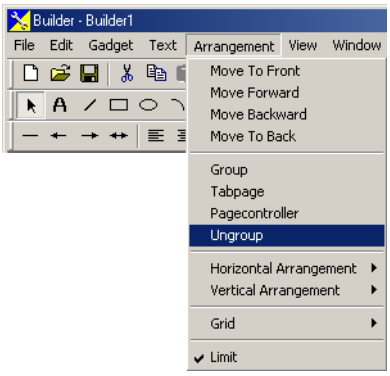
When OFF, outputs from the dialog box. When ON, the edit box is displayed in the objects area, and the edited values are output.

4. Move the cursor to the item you wish to edit, then enter a setting.
5. Click the **OK** button.

Ungrouping Temperature Controller Parts

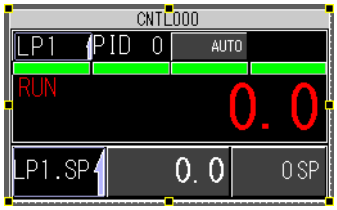
When you ungroup temperature controller parts, you cannot undo the operation.

1. Click to select the **Temperature Controller Parts** you wish to edit.
2. From the Arrangement menu, choose Ungroup.

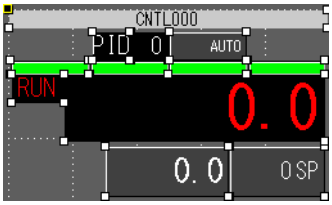


The objects are ungrouped.

Before ungrouping



After ungrouping



Of the loop switching buttons whose displays change when you click them and the SP/OUT switching buttons, only the number that change can be overlapped.

PV channels, program time, and other items are assigned to digital meters, alarms are assigned to square signal objects, and PV events and time events are assigned to color change rectangle objects.

SP and OUT objects that can be output are assigned to Numeric Out objects, and HOLD is assigned to Selectable Out objects. Also, display-only objects such as RUN/STOP cannot be assigned to text string change objects.

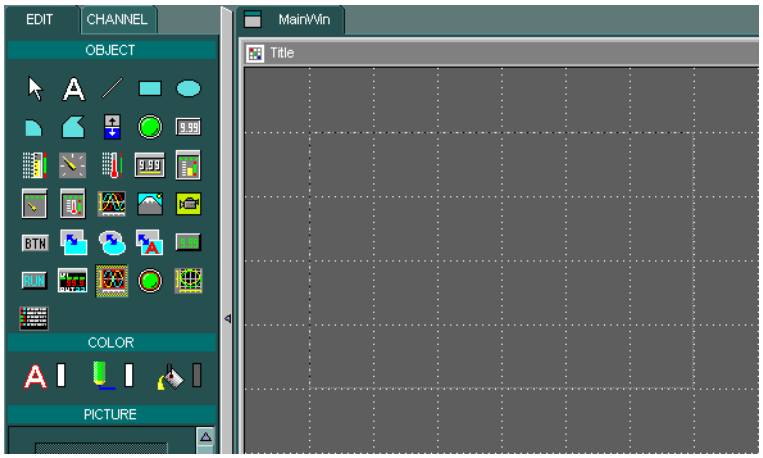
2.23 Creating Extended Trend Graph

You can create a trend graph with up to 1600 arbitrarily assigned channels. The channels, units, grid color, background color, and other parameters can be specified.

Procedure

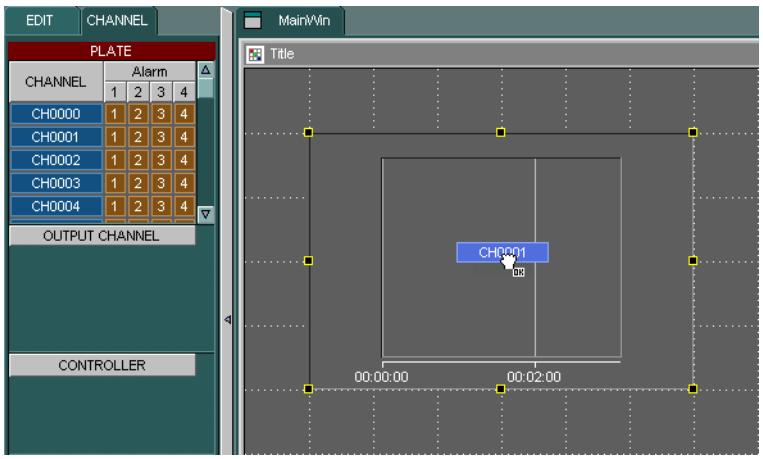
Creating a New Object

1. Click the **Extended Trend Graph** icon in the EDIT page of the operation panel, or click the **Extended Trend Graph** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the extended trend graph parts.
3. Drag the cursor to the location of the opposite corner of the object.



An extended trend graph is created using the two corner points specified in steps 2 and 3.

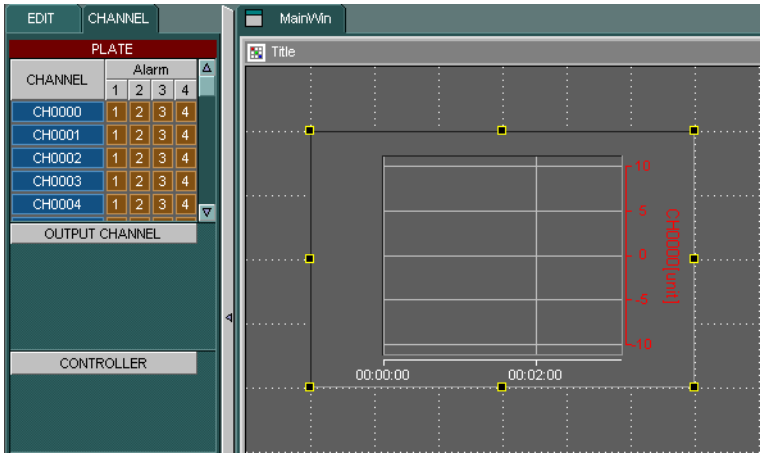
4. In the Setting plate of the Channel page in the operation panel, drag the channels that you wish to assign to the specified extended trend graph.



Note

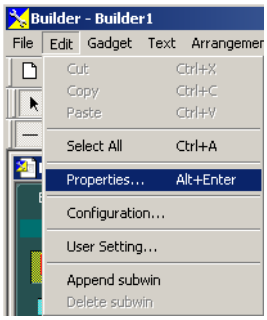
- When you drag a channel over an extended trend graph, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel can not be assigned to the extended trend graph. Be sure to confirm whether or not a channel may be assigned.
- To remove channel assignments from extended trend graphs, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

The grid and assigned span are displayed.



Editing from the Properties Dialog Box

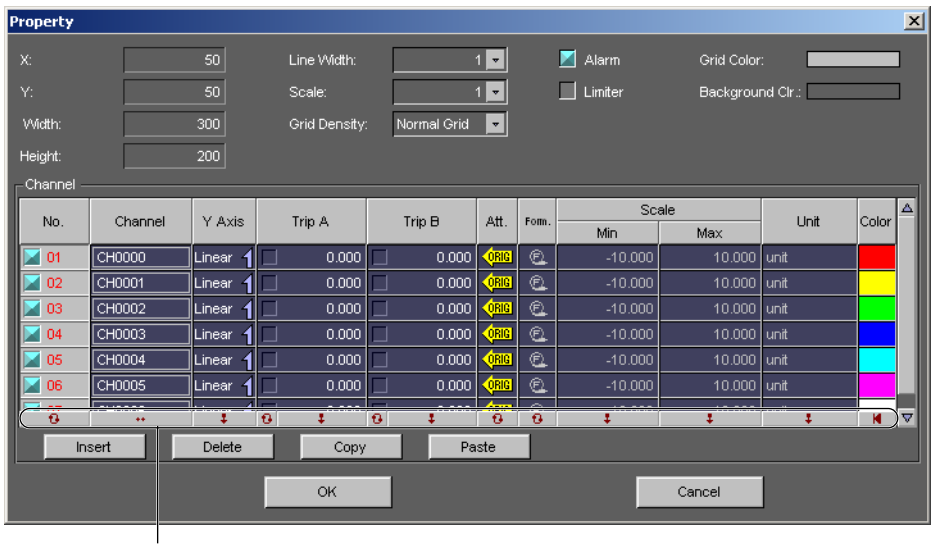
1. Click the **Edit** icon in the OBJECT group of the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. Select the extended trend graph you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The extended trend graph properties dialog box is displayed

You can assign up to 1600 channels.

For information about the setting shortcut buttons, see page 2-10.



Setting shortcut buttons

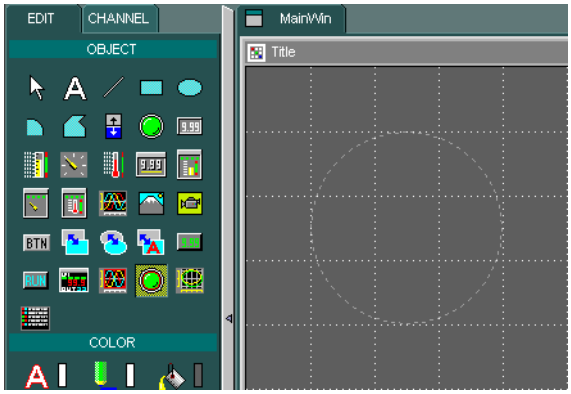
2.24 Creating Extended Indicator

A signal object to which channels and alarms are assigned. If multiple alarms are assigned, they are applied in an OR relationship. Also, the alarm range is the maximum range of the assigned channels or alarms.

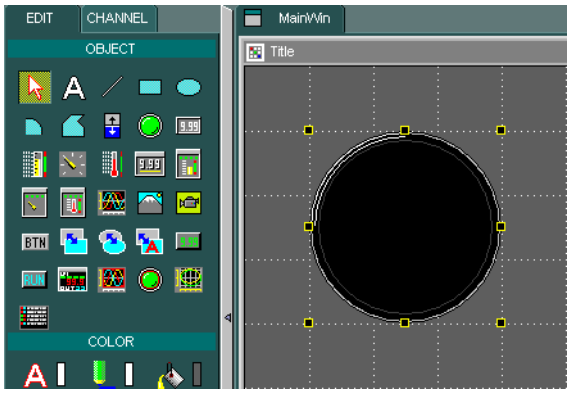
Procedure

Creating a New extended indicator

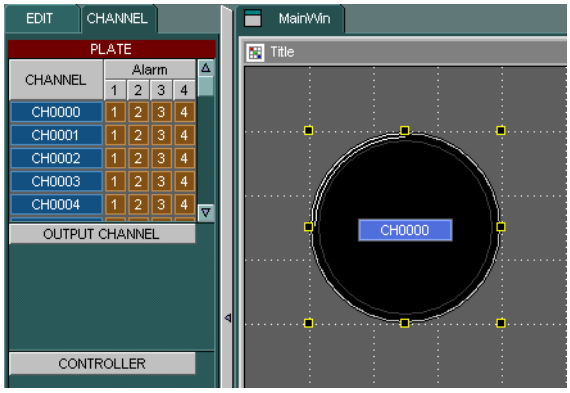
1. Click the extended indicator icon in the **EDIT** page of the operation panel, or click the **Extended Indicator** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the extended indicator parts.



3. Drag the cursor to the location of the opposite corner of the object.



4. In the Channels page of the operation panel, drag the channels you wish to assign. You can assign multiple channels.

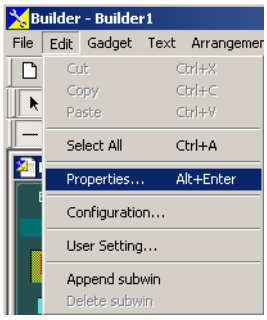


Note

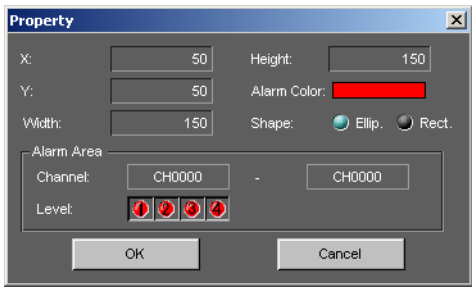
- When you drag a channel alarm over an extended indicator, the cursor changes to a . If the cursor changes to a , this extended indicates that the selected channel alarm can not be assigned to the extended indicator. Be sure to confirm whether or not a channel may be assigned.
- Only channel alarm labels can be assigned to extended indicators. A channel itself cannot be assigned.
- To remove channel alarm label assignments from extended indicators, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the **OBJECT** group of the **EDIT** page of the operation panel, or click the **Edit** button in the object bar.
2. Select the extended indicator you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select **Properties**.



The extended trend graph properties dialog box is displayed.



4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

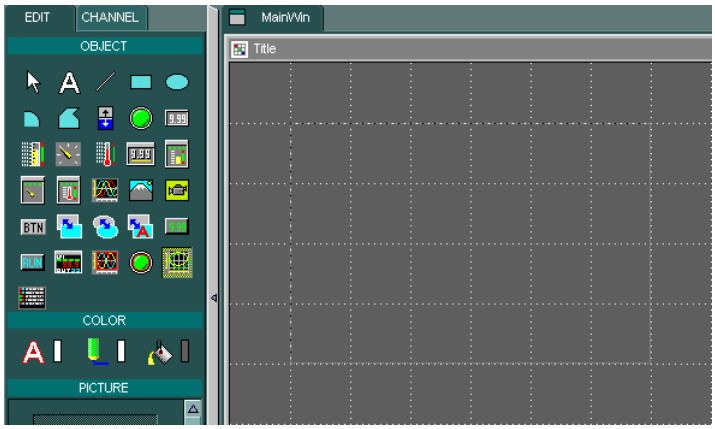
2.25 Creating X-Y Graph

You can create an X-Y display graph in which an arbitrary channel is assigned to the X and Y axes.

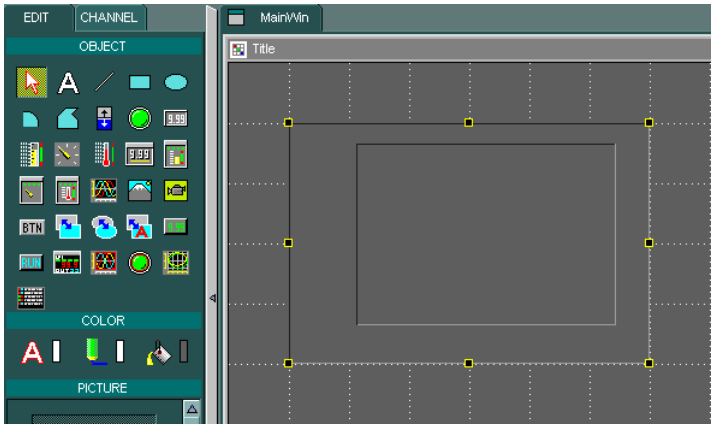
Procedure

Creating a New X-Y Graph

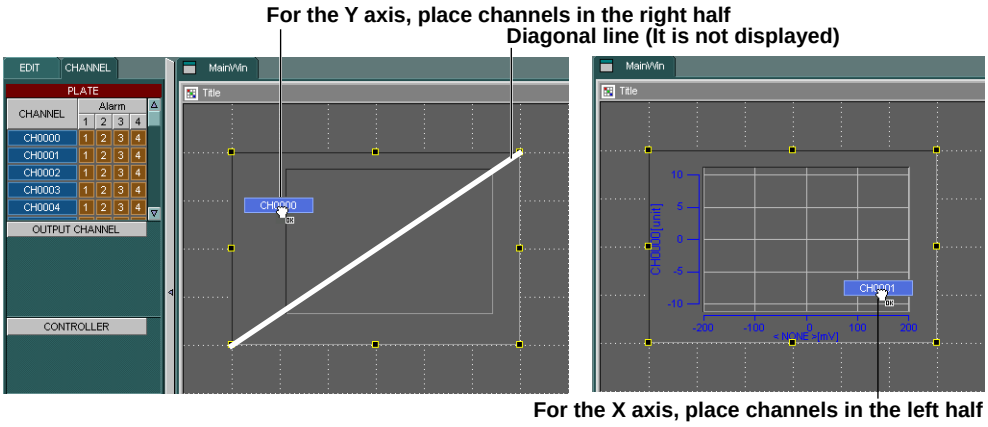
1. Click the **X-Y Graph** icon in the **EDIT** page of the operation panel, or click the **X-Y Graph** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the X-Y graph parts.



3. Drag the cursor to the location of the opposite corner of the object.



4. In the **Channels** page of the operation panel, drag the channels you wish to assign. For the X axis, place them in the left half, and for the Y axis, place them in the right half.

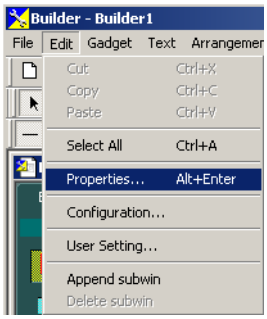


Note

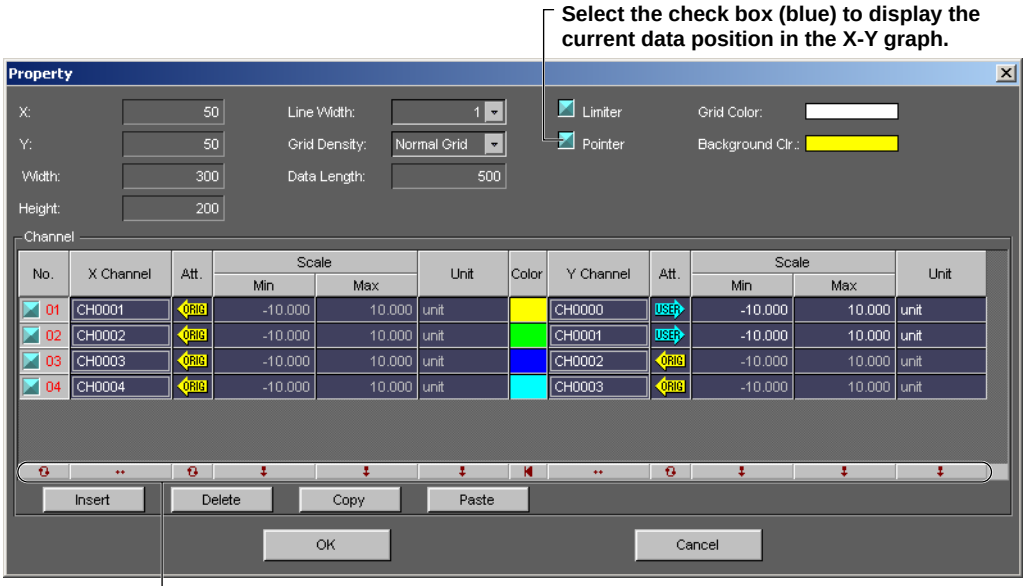
- When you drag a channel over a X-Y graph, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel can not be assigned to the X-Y graph. Be sure to confirm whether or not a channel may be assigned.
- To remove channel assignments from X-Y graphs, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

Editing from the Properties Dialog Box

1. Click the **Edit** icon in the OBJECT group of the **EDIT** page of the operation panel, or click the **Edit** button in the object bar.
2. Select the X-Y graph you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The X-Y graph properties dialog box is displayed.


Select the check box (blue) to display the current data position in the X-Y graph.
Property
X: 50
Y: 50
Width: 300
Height: 200
Line Width: 1
Grid Density: Normal Grid
Data Length: 500
Limiter
Pointer
Grid Color:
Background Clr.:
Channel
No. X Channel Att. Scale Min Max Unit Color Y Channel Att. Scale Min Max Unit
01 CH0001 ORIG -10.000 10.000 unit CH0000 USER -10.000 10.000 unit
02 CH0002 ORIG -10.000 10.000 unit CH0001 USER -10.000 10.000 unit
03 CH0003 ORIG -10.000 10.000 unit CH0002 ORIG -10.000 10.000 unit
04 CH0004 ORIG -10.000 10.000 unit CH0003 ORIG -10.000 10.000 unit
Insert
Delete
Copy
Paste
OK
Cancel
Setting shortcut buttons (see page 2-10).

4. Move the cursor to the desired item and click to enter a new value.
5. Click **OK**.

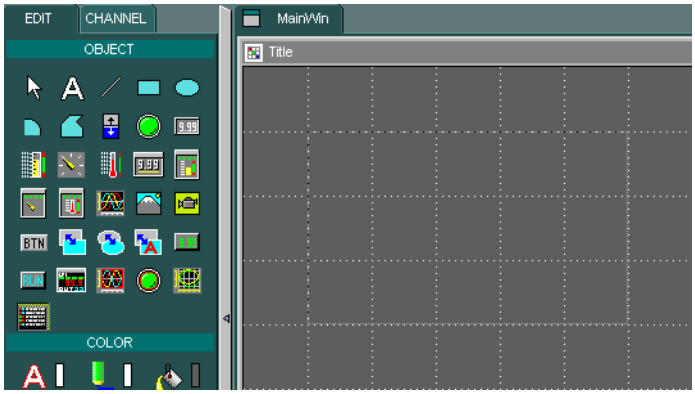
2.26 Creating Alarm Summary

You can create an object that displays a summary of alarms from level 1 to level 4 to which arbitrary channels are assigned. Summaries include the time the alarm was generated, the level, alarm type, and other information.

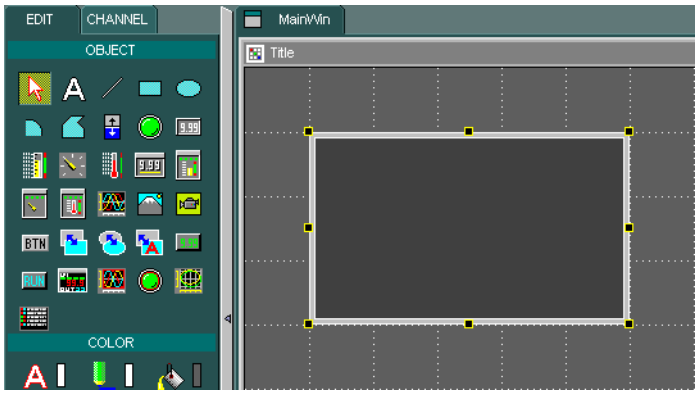
Procedure

Creating a New alarm summary

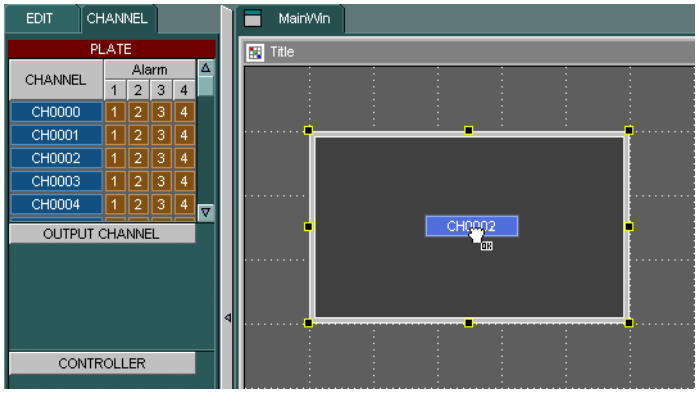
1. Click the **Alarm Summary** icon in the **EDIT** page of the operation panel, or click the **Alarm Summary** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the alarm summary parts.



3. Drag the cursor to the location of the opposite corner of the object.



4. In the Channels page of the operation panel, drag the channels you wish to assign.

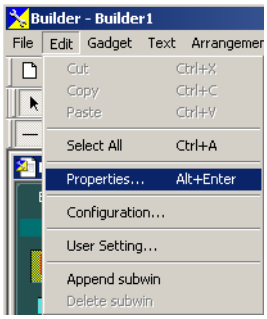


Note

- When you drag a channel over an alarm summary, the cursor changes to a . If the cursor changes to a , this indicates that the selected channel can not be assigned to the alarm summary. Be sure to confirm whether or not a channel may be assigned.
- To remove channel assignments from alarm summaris, see “Removing Channel or Alarm Assignments from Objects” in section 2.30.

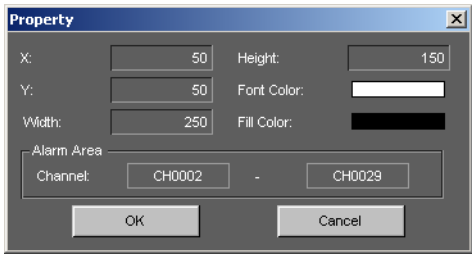
Editing from the Properties Dialog Box

1. Click the **Alarm Summary** icon in the OBJECT group of the **EDIT** page of the operation panel, or click the **Edit** button in the object bar.
2. Select the alarm summary you wish to edit in the editing area.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The alarm summary properties dialog box is displayed.

4. Move the cursor to the desired item and click to enter a new value.



5. Click **OK**.

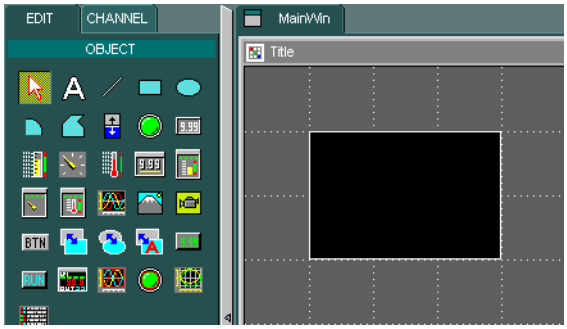
2.27 Creating Color Change (Rectangle and Ellipse) Objects

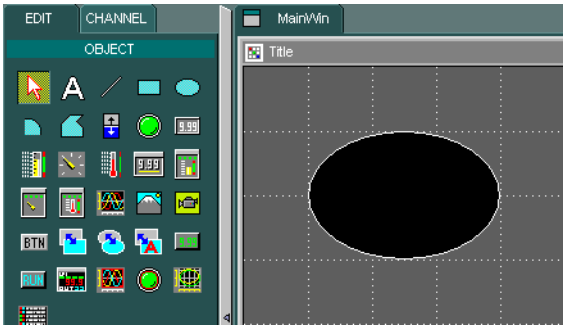
Procedure

Creating a New Object

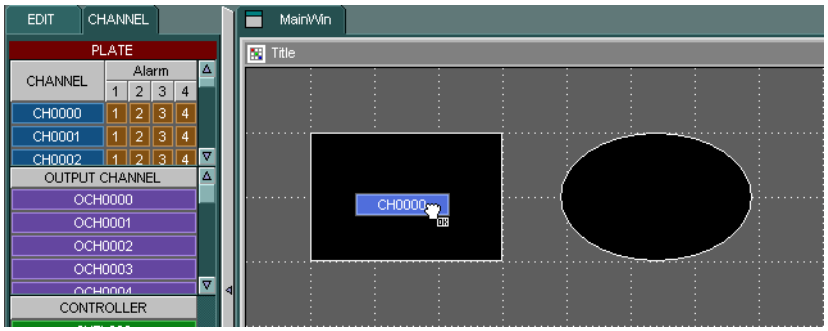
1. Click the **Color Change Rectangle** or **Color Change Ellipse** icon in the EDIT page of the operation panel, or click the **Color Change Rectangle** or **Color Change Ellipse** button in the object bar.
2. Move the mouse cursor to a location in the editing area where you want to place one corner of the rectangle object or ellipse object.
3. Drag the cursor to the location of the opposite corner of the object.

A rectangle or ellipse is created in the two opposing corners defined in steps 2 and 3.





4. In the Setting Plate of the CHANNEL page in the operation panel, move the cursor to the channel that you wish to assign to the rectangle or ellipse.
5. Drag the channel you wish to assign over the rectangle or ellipse created in step 3.



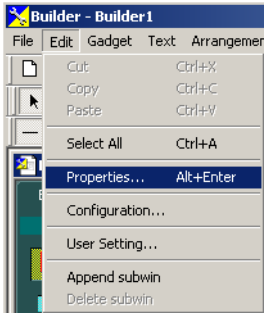
The specified channel is now assigned to the rectangle or ellipse.

Note

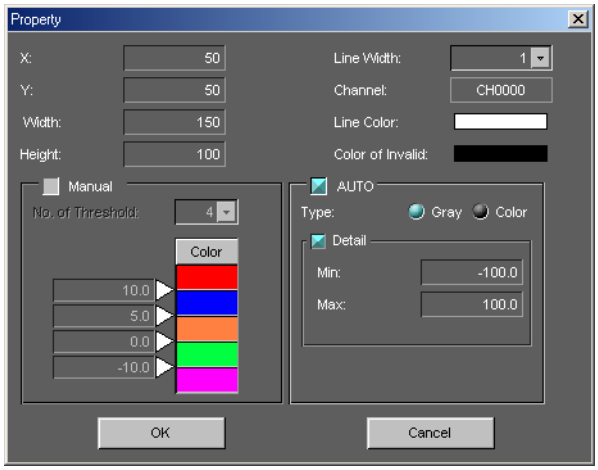
- When you move the channel over the rectangle or ellipse, the cursor changes to . Note that the channel cannot be assigned when displayed as .
- To delete the channel assignment from the rectangle or ellipse, see section 2.30, “Editing Objects.”

Editing from the Properties Dialog Box

1. Click the **Edit** icon under Objects in the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. In the Edit area, select the rectangle or ellipse object you wish to edit.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The rectangle or ellipse's properties dialog box opens.



If the Channel is None, it is dimmed.

If Manual is selected (blue), the following items can be set.

Thresholds: Select the number (1-4) of threshold values you wish to set. The values are automatically sorted in ascending order.

Threshold values: Enter the threshold values at which the color changes.

Color: Select colors. When the measured value of the channel assigned to the rectangle or ellipse object exceeds the threshold, the color set for above the threshold is displayed.

If Auto is selected (blue), the following items can be set.

Type: Select grayscale or color scale. If Gray is selected, the minimum and maximum values of the input are shown in black and white, respectively, and 50% input is shown in gray. There are 255 gradations of color change from white to black. If Color is selected, the minimum and maximum values of the input are shown in blue and red, respectively, and 50% input is shown in green. There are 50 gradations of color change from red to blue. Also, if AUTO is selected for the color change object and Detail (Min and Max) is not selected, the maximum and minimum values of the assigned channel are applied.

Details: Select (blue) to set the minimum and maximum values.

Minimum/maximum value: Sets the maximum or minimum values of the scale.

4. Move the cursor to the item you wish to edit, then enter a setting.
5. Click the **OK** button.

2.28 Creating String Change Objects

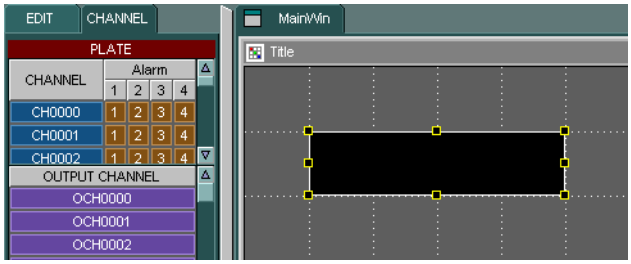
You can create an object whose color, character string, and charcter color change when a specified threshold value is exceeded.

Procedure

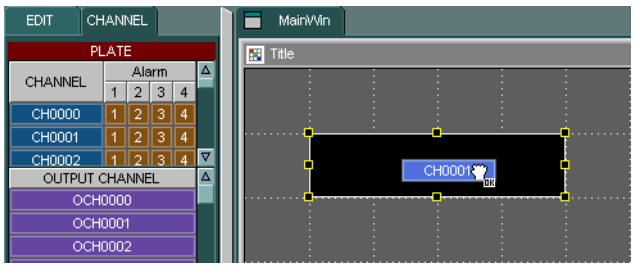
Creating a New Object

1. Click the **String Change Rectangle** icon in the Edit page of the operation panel, or click the **String Change Rectangle** button in the object bar.
2. Move the mouse cursor to a location in the edit area where you want to place one corner of the rectangle object.
3. Drag the cursor to the location of the opposite corner of the object.

A rectangle is created in the two opposing corners defined in steps 2 and 3.



4. In the Setting Plate of the CHANNEL page in the operation panel, move the cursor to the channel that you wish to assign to the rectangle.
5. Drag the output channel you wish to assign over the rectangle created in step 3.



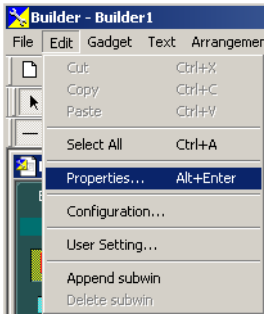
The specified channel is now assigned to the rectangle.

Note

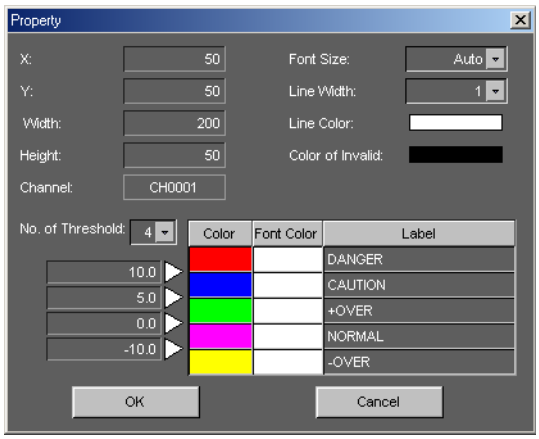
- When you move the channel over the rectangle, the cursor changes to . Note that the channel cannot be assigned when displayed as .
- To delete the output channel assignment from the rectangle, see section 2.30, “Editing Objects.”

Editing from the Properties Dialog Box

1. Click the **Edit** icon under Objects in the EDIT page of the operation panel, or click the **Edit** button in the object bar.
2. In the Edit area, select the string change object you wish to edit.
3. Choose **Edit** > **Properties** or right-click and select Properties.



The string change object's properties dialog box opens.



Thresholds: Select the number (1-4) of threshold values you wish to set.

Threshold values: Enter threshold values at which the colors change. The values are automatically sorted in ascending order.

Color: Select fill and character colors. When the measured value of the channel assigned to the string change object exceeds a threshold, the color set for the above threshold is displayed.

String: Enter a character string. (using up to thirty two alphanumeric characters)

4. Move the cursor to the item you wish to edit, then enter a setting.
5. Click the **OK** button.

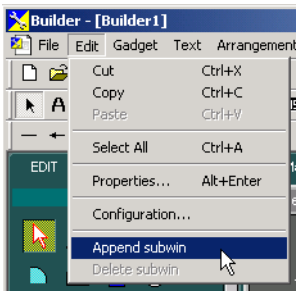
2.29 Adding Monitor Windows

You can add up to 7 monitor windows. The monitor windows that are added can also be displayed simultaneously on AddObserver Panel.

Procedure

Adding a Window

1. Choose **Edit** > **Add Subwin**. A window is added. You can add up to 7 monitor windows. The windows that are added are automatically assigned tab names "SubWinX" (where X = 01 to 07).



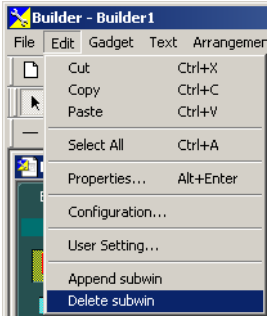
2. Create a monitor window according to the aforementioned procedure.

Note

You can select whether to show or hide the sub windows when monitor windows are displayed on AddObserver Panel. For details, see section 2.32, "Changing Monitor Window Display Properties."

Deleting a Window

3. Display the monitor window you wish to delete.
4. Choose **Edit** > **Delete Subwin**. The window is deleted. You cannot delete the main window.



2.30 Editing Objects

The following is the procedure for editing any monitor screen object.

Selecting an Object

The following are the two ways to select an object.

- **Clicking the Left Mouse Button**
  Move the mouse over the object you wish to select and click the left mouse button. To select multiple objects, hold down the shift key while clicking the objects.
- **Dragging a Selection Frame**
  Move the mouse near the objects you wish to select, then drag a frame around them. All objects within the frame will be selected. The left-most object within the graph of selected objects is called the primary selected object.

Procedure

Moving Objects

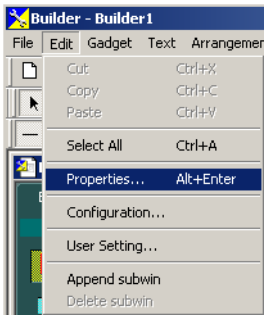
1. Select the object or objects you wish to move. The selected object or objects are surrounded by a frame with 8 anchor points.
2. Drag the selected object(s) to move them.

Resizing Objects

1. Select the object(s) you wish to resize.
2. Drag the anchor points of the selected object(s) to resize them.

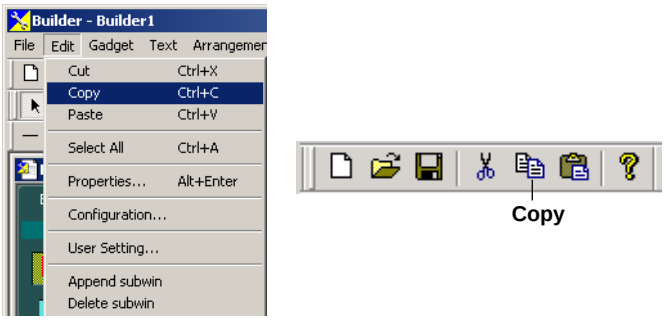
Deleting Objects

1. Select the object(s) you wish to delete.
2. Press the **Delete** key, choose **Edit** > **Cut**, or click the **Cut** button on the toolbar.

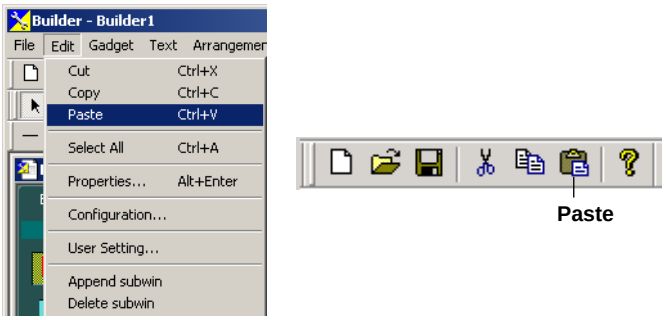


Copying Objects

1. Click the object(s) you wish to copy to select them.
2. Choose **Edit** > **Copy**, or click the **Copy** button on the toolbar.



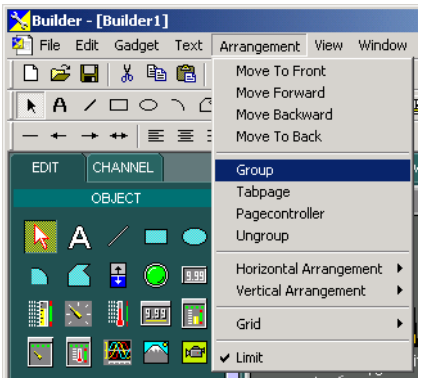
3. Choose **Edit** > **Paste**, or click the **Paste** button on the toolbar.



Grouping and Ungrouping Objects

- **Grouping**

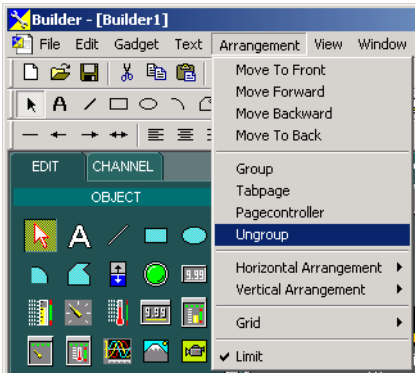
1. Select the objects you wish to group.
2. Choose **Arrangement** > **Group**, or click the **Group** button on the arrangement bar.



The objects selected in step 1 are grouped.

- **Ungrouping**

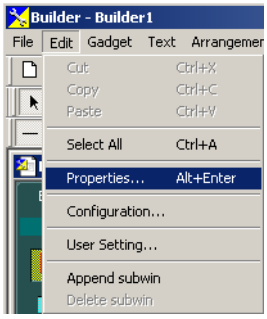
  1. Select the group of objects you wish to ungroup.
  2. Choose **Arrangement** > **Ungroup**, or click the **Ungroup** button on the arrangement bar.



  The group of objects selected in step 1 are ungrouped.

- **Editing a Group in the Properties Dialog Box**

  1. Select the group of objects you wish to edit.
  2. Choose **Edit** > **Properties** or right-click and select Properties.



  The properties dialog box for the group is displayed.

  3. Move the cursor to the desired item and click to enter a new value.
  4. Click **OK**.

Note

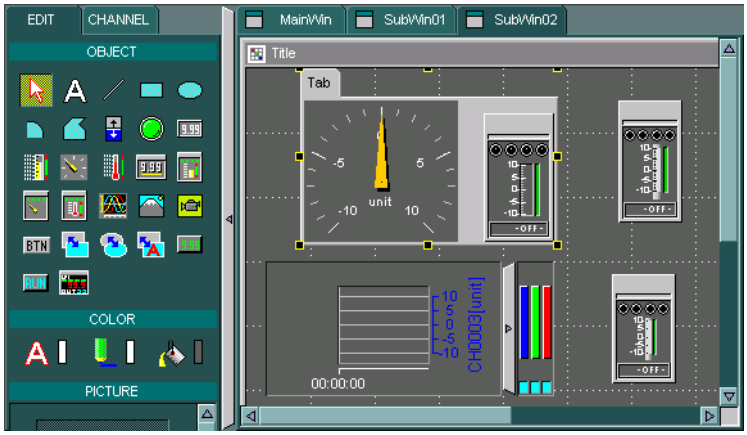
- The placement, width, and height can be modified in the properties dialog box for the group.
- You cannot open a properties dialog box for any of the individual objects in a group. You must first ungroup the objects to view their individual properties dialog boxes.

Displaying Objects in Tabs

You can switch windows by clicking tabs on AddObserver Panel.

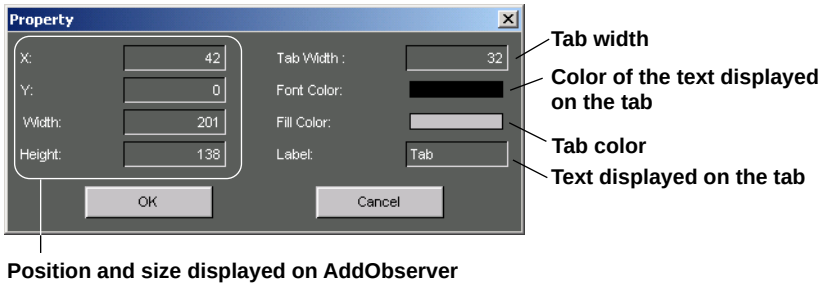
- Creating a Tab Page

  1. Select an object you wish to display in the tab page. You can also select multiple objects.
  2. Choose **Arrangement** > **Tabpage** or click **Tabpage** button on the arrangement bar. If multiple objects are selected, the selected objects are placed in a single tab page.



- Editing an Object Placed in a Tab Page from the Properties Dialog Box

  3. Select an object you placed in the tab page.
  4. Choose **Edit** > **Properties**. The Properties dialog box for the object is displayed.

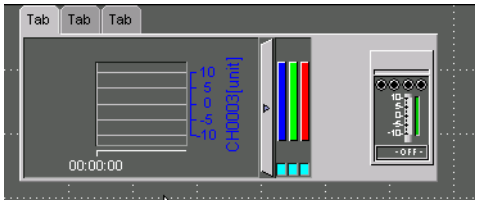


  5. Move the cursor to the desired item and enter a new value.
  6. Click **OK**.

- Grouping Tab Pages

  3. You can group multiple pages.

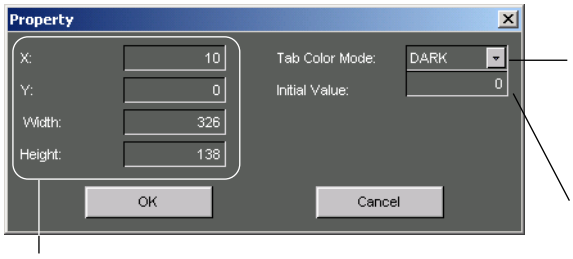
     Select the tab pages to be grouped.
  4. Choose **Arrangement** > **Pagecontroller** or click **Pagecontroller** button on the arrangement bar.



- Editing the Tab Page Group from the Properties Dialog Box

  1. Select the tab page group.
  2. Choose **Edit** > **Properties** or right-click and select Properties.

     The Properties dialog box for the tab page group is displayed.



Select the mode by comparing the brightness of the page tab that is not displayed against the page tab that is displayed.

Tab page displayed on AddObserver panel The first tab is 0.

Position and size displayed on AddObserver

  3. Move the cursor to the desired item and enter a new value.
  4. Click **OK**.

Note

When tab pages are grouped, the properties dialog box of each object cannot be opened. To do so, you must ungroup.

Clearing the Tab Display

To clear the tab display, ungroup according to the aforementioned procedure.

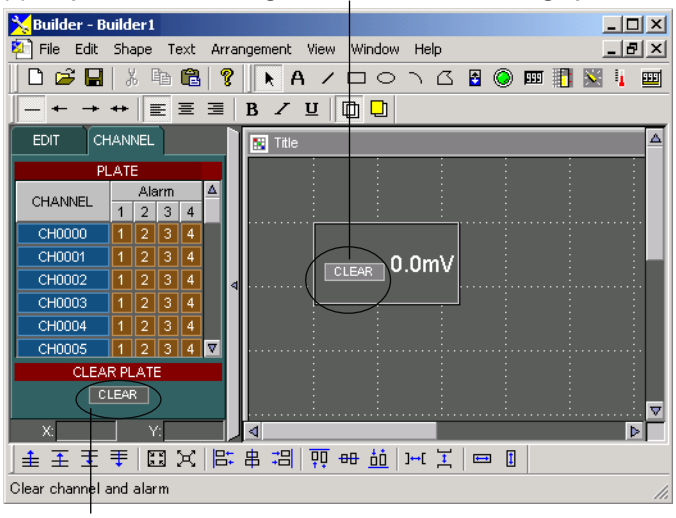
1. Select the objects you wish to clear from the tab display.
2. Choose **Arrangement** > **Ungroup** or click **Ungroup** button on the arrangement bar.

Removing Channel or Alarm Assignments from Objects

Deletes the channel information assigned to a change rectangle, meter, meter set, trend graph, or other object, and the alarm level information of the channels assigned to the signals.

1. Drag the **CLEAR** icon from the CHANNEL page of the operation panel.
2. Drop the icon on the object from which you wish to remove the channel or channel alarm label assignment.

(2) Drop on a value rectangle, meter, meter set, trend graph, or indicator.

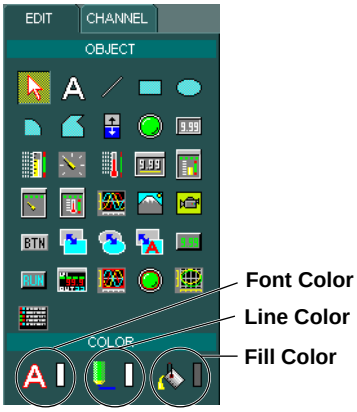


(1) Drag the CLEAR icon.

The assigned channel or alarm label is removed from the object.

Selecting the Color from the Edit Page on the Operation Panel

- To select a color for label character, click the **Font Color** icon in the COLOR group on the EDIT page of the operation panel. The color settings dialog box is displayed. For details on the color settings dialog box, see the “Choosing a Color from the Color Settings Dialog Box” in the next section.
- To select a character color for labels for lines, rectangles, ellipses, arcs, and polygons, click the **Line Color** icon in the COLOR group on the EDIT page of the operation panel.
  The color settings dialog box is displayed. For details on the color settings dialog box, see the “Choosing a Color from the Color Settings Dialog Box” in the next section.
- To select a character color for labels, rectangles, ellipses, arcs, and polygons, click the **Fill Color** icon in the COLOR group on the EDIT page of the operation panel.
  The color settings dialog box is displayed. For details on the color settings dialog box, see the “Choosing a Color from the Color Settings Dialog Box” in the next section.



Choosing a Color from the Color Settings Dialog Box

1. You can select the character color, line color, and fill color from the properties dialog box of each shape, or in the Text or Gadget menus.
   In each case, the color settings dialog box is displayed.

2. To select a default color, simply click the desired color.
   To create a new color, click the **Define Custom Colors** button. Create the new color, then click the **Add** button. The new color is added to the Custom colors boxes.
3. Click **OK**.

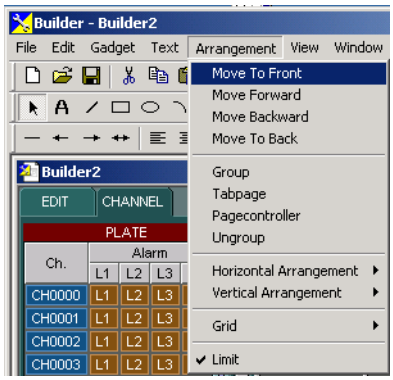
2.31 Arranging Objects

You can select various methods for ordering monitor screen objects that overlap.

Procedure

Move To Front, Move Forward, Move Backward, Move To Back

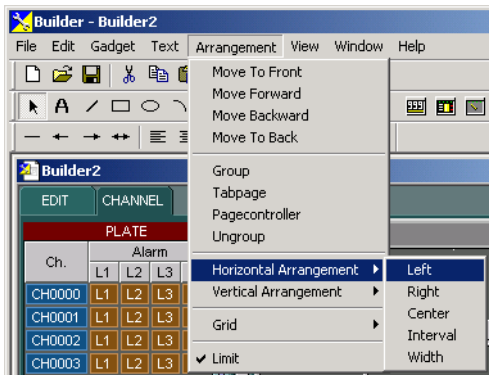
1. Select the object you want to arrange.
2. Choose **Arrangement**, then **Move to Front**, **Move Forward**, **Move Backward**, or **Move to Back**. You can also click the Move To front, Move Forward, Move Backward, or Move To Back buttons on the attribute bar.



The selected object(s) is moved.

Aligning Objects Horizontally

1. Select at least two objects that you want to align horizontally.
2. Choose **Arrangement** > **Horizontal Arrangement**, then select from **Left**, **Right**, **Center**, **Interval**, and **Width**. You can also click the Arrange Left, Center Horizontally, Arrange Right, Unify Horizontal Interval, and Same Width buttons on the arrangement bar.



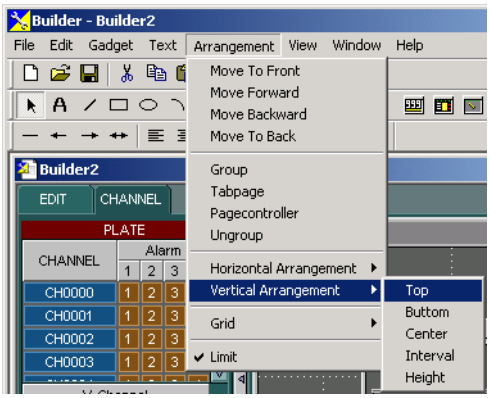
The objects selected in step one are modified per the command.

Note

- When selecting multiple objects, the primary selected object serves as the reference point from which other objects are modified.
- If you choose Interval, you must first select three or more objects.

Aligning Objects Vertically

1. Select at least two objects that you want to align vertically.
2. Choose **Arrangement** > **Vertical Arrangement**, then select from **Top**, **Bottom**, **Center**, **Interval**, and **Height**. You can also click the Arrange Top, Center Vertically, Arrange Bottom, Unify Vertical Interval, and Same Height buttons on the arrangement bar.



The objects selected in step one are modified per the command.

Note

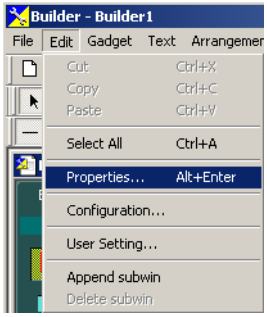
- When selecting multiple objects, the primary selected object serves as the reference point from which other objects are modified.
- If you choose Interval, you must first select three or more objects.

2.32 Changing Monitor Screen Display Properties

Procedure

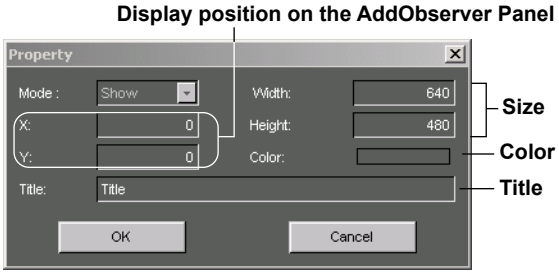
Changing the Monitor Screen Size

1. Deselect all objects on the monitor screen.
2. Choose **Edit** > **Properties** or right-click and select Properties.

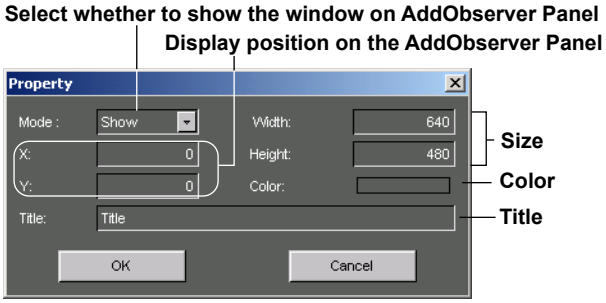


The monitor screen properties dialog box is displayed.

Main Window



Sub Window



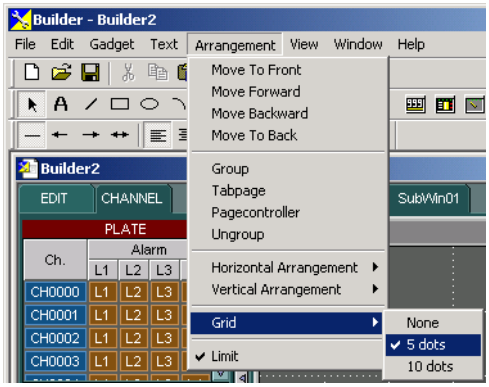
3. Enter values for the width and height to change the size of the screen.
4. Click **OK**.

Note

A screen of up to 1,600 wide and 1,200 high can be created.

Changing the Grid Point Spacing

Choose **Arrangement** > **Grid**, then select from **None**, **5 dots**, and **10 dots**.

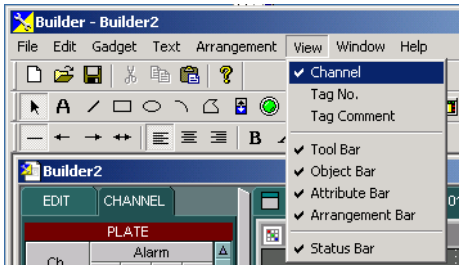


Note

- If you select None, no grid will be displayed. Select 5 dots or 10 dots to display a grid with 5, or 10 dots of space between the grid points.
- Also, when you select 5 dots or 10 dots, objects “snap” to position in 5, or 10 dot increments when they are moved or expanded.

Switching between Channel, Tag No., and Tag Comment Displays

Choose **View**, then **Channel**, **Tag No.**, or **Tag Comment**.

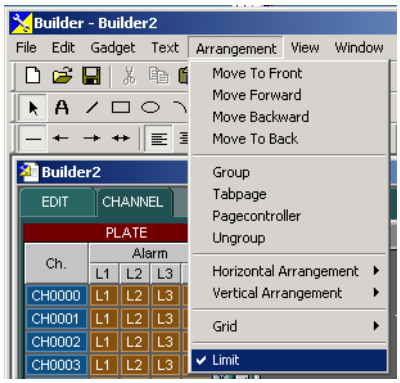


All meters on the monitor screen appear in the display mode selected.

Applying a Display Limit (Clip)

Applying a display limit prevents you from moving objects totally or partially off-screen. The limit is applied by default.

1. Choose Arrangement, then confirm whether the Limit command is selected or unselected (is preceded by a check mark or not).

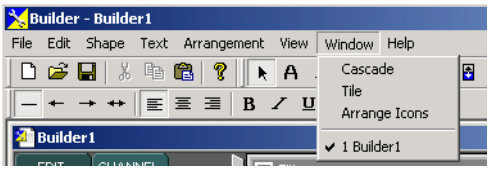


   If Limit is unselected, you can select it by clicking on it in the menu.

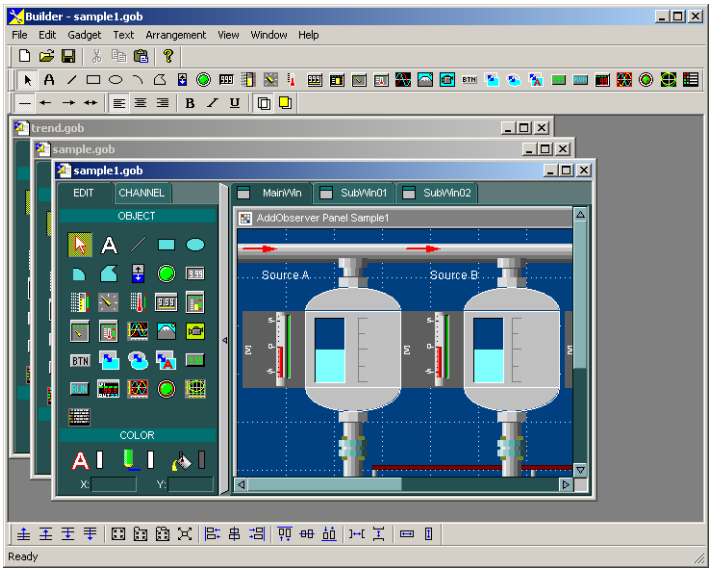
2. Conversely, if Limit is selected, you can deselect it by clicking on it in the menu.

Choosing Cascade or Tile View

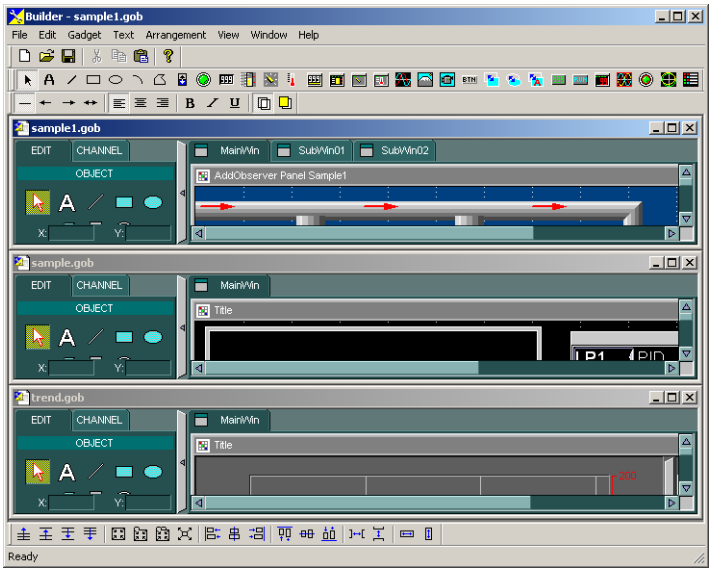
Choose **Window**, then **Cascade**, or **Tile**.



If you select Cascade, all open monitor screens are overlapped, one on top of the other.

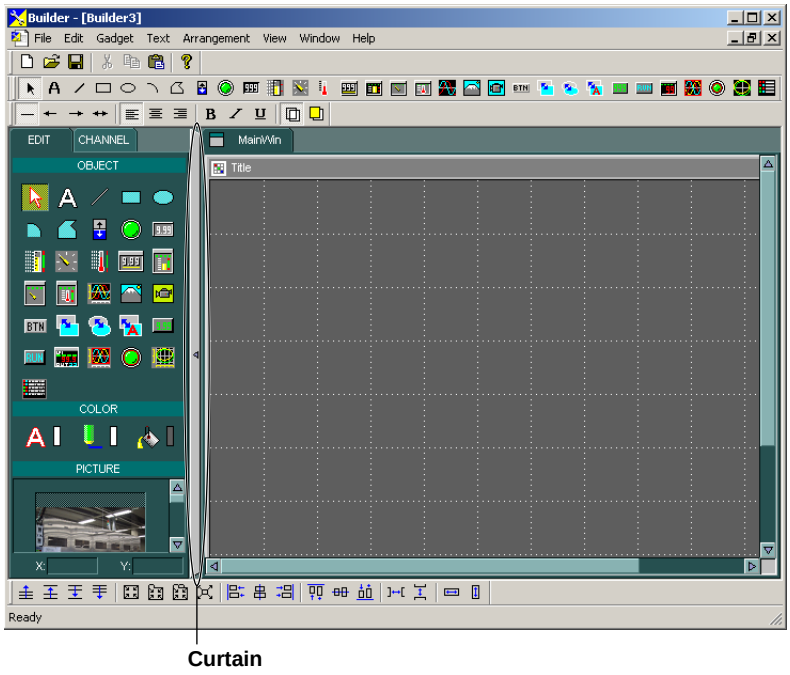


If you select Tile, all open monitor screens are resized and displayed so that their entire frames are lined up and visible on the screen.



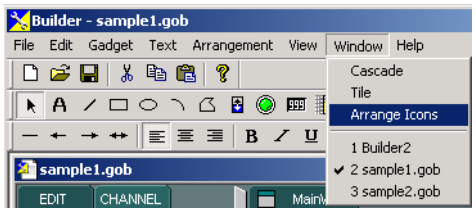
Hiding and Revealing the Operation Panel

Click the curtain handle that separates the operation panel from the editing area. The operation panel is hidden. Click the curtain handle again to reveal the operation panel.



Arranging Icons

Choose **Window** > **Arrange Icons**.



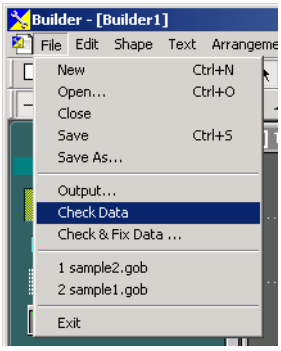
All currently minimized monitor screen icons are arranged along the bottom of AddObserver Builder's startup screen.

3.1 Checking and Fixing Data from Created Monitor Screens

Procedure

Checking Data

1. Choose **File** > **Check Data**.

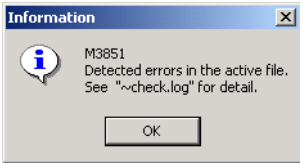


The data for the current screen being edited is checked.

2. If no errors are found, the following message appears.

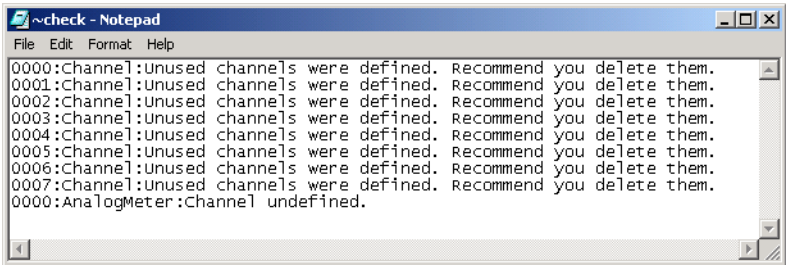
Click **OK**.

If errors are found, the following message appears.



Click **OK**. Go to step 3.

3. Refer to the **Check.log** file in the AddObserver folder for information on the errors that were found, then fix the errors.

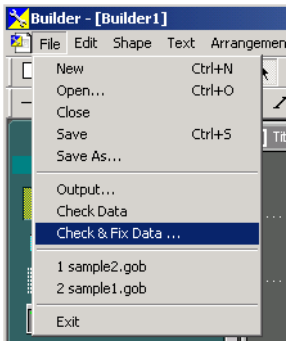

~check - Notepad
File Edit Format Help
0000:Channel:Unused channels were defined. Recommend you delete them.
0001:Channel:Unused channels were defined. Recommend you delete them.
0002:Channel:Unused channels were defined. Recommend you delete them.
0003:Channel:Unused channels were defined. Recommend you delete them.
0004:Channel:Unused channels were defined. Recommend you delete them.
0005:Channel:Unused channels were defined. Recommend you delete them.
0006:Channel:Unused channels were defined. Recommend you delete them.
0007:Channel:Unused channels were defined. Recommend you delete them.
0000:AnalogMeter:Channel undefined.

4. Check the data again.

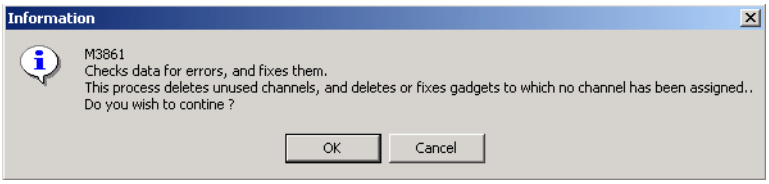
Checking and Fixing Data

The Check & Fix Data command causes the software to first check, then fix the data automatically. This operation deletes unused channels, and objects to which no channel is assigned.

1. Choose **File** > **Check & Fix Data**.

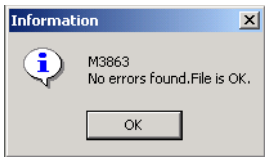


The following message is displayed.

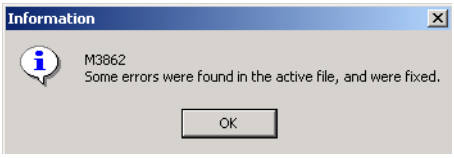

Information
M3861
Checks data for errors, and fixes them.
This process deletes unused channels, and deletes or fixes gadgets to which no channel has been assigned..
Do you wish to contine ?
OK
Cancel

To continue with the operation, click **OK**.

2. If no errors are found, the following message appears.



If errors are found, the following message appears.



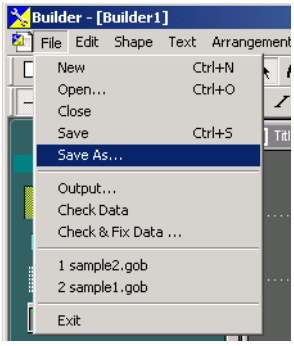
3. Click **OK**.

3.2 Saving Monitor Screens and Outputting Files

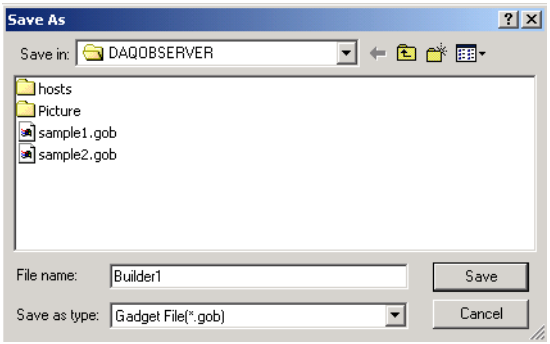
Procedure

Saving New Monitor Screens

1. Choose **File** > **Save As**.



The **Save As** dialog box is displayed.



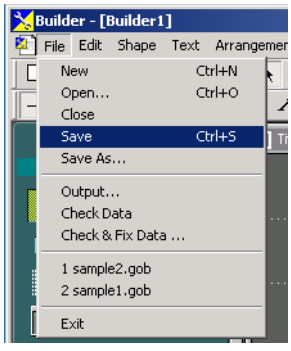
2. Enter or select the location, file name, and file type.
3. Click **Save**.

Note

When a screen is saved, two types of monitor screen files are created; a .gob file for monitor settings, and a .cob file for configuration. The .gob and .cob files exist as a pair. Do not delete or rename .cob files.

Overwriting Monitor Screens

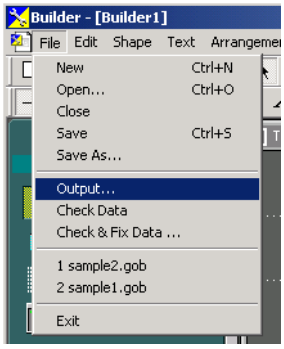
Choose **File** > **Save**, or click the **Save** button on the toolbar.



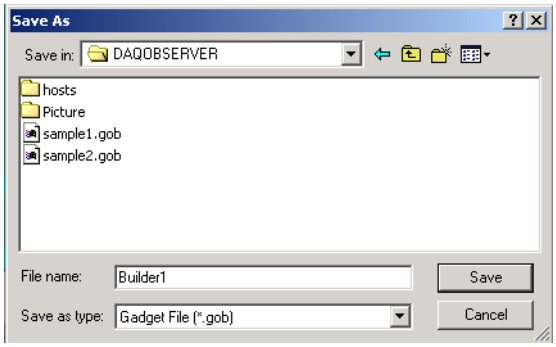
Outputting Monitor Screen Files

You can output the files (screen setting file, configuration file, and bitmapped images that appear in the screen) for the monitor screen currently being edited to a specified location.

1. Choose **File** > **Output**.



The **Save As** dialog box is displayed.



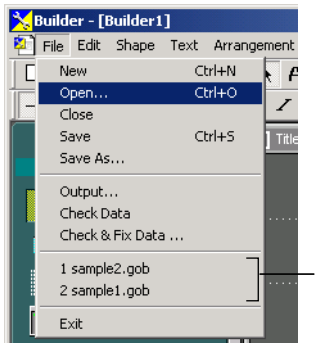
2. Enter or select the location for output, file name, and file type.
3. Click **Save**.

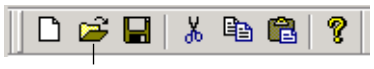
3.3 Opening and Closing a Monitor Screen

Procedure

Opening a Monitor Screen

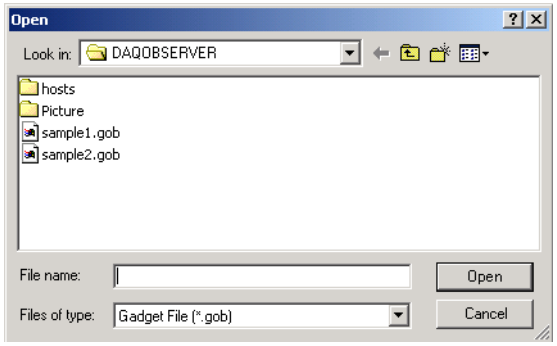
1. Choose **File** > **Open**, or click the **Open** button on the toolbar.





The four most recently opened files appear at the bottom of the file menu.
Select a file from the list to open it.

The **Open** dialog box is displayed.



2. Enter or select the location, file name, and file type.

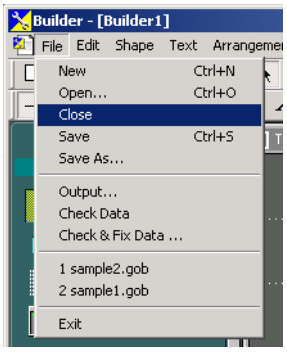
3. Click **Open**.

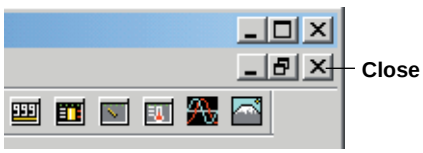
Note

Only the .gob files can be opened by the user.

Closing Monitor Screens

Choose **File** > **Close**, or click the Close button (X) on the right corner of the title bar.





4.1 List of Messages

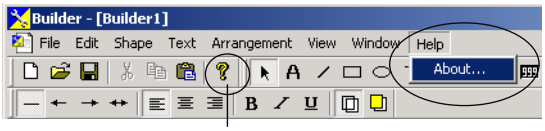
The following messages may appear during operation of the software.

Code	Message	Related Section
M3801	File version wrong or new. Can't open file.	-
M3802	File type wrong or new. Can't open file.	-
M3851	Detected errors in the active file. See "~check.log" for details.	3.1
M3852	Data is OK.	3.1
M3861	This process deletes unused channels, and deletes or fixes objects to which no channel has been assigned. Do you wish to continue?	3.1
M3862	Found errors in the file and fixed them.	3.1
M3863	No errors found, file is OK.	3.1
M3871	If the host is deleted, all channels related to the host will also be deleted. Do you wish to delete the host?	2.4
M3892	A user name was not entered.	2.5
M3893	Duplicate computer names.	2.5

4.2 Checking the Version of the AddObserver builder

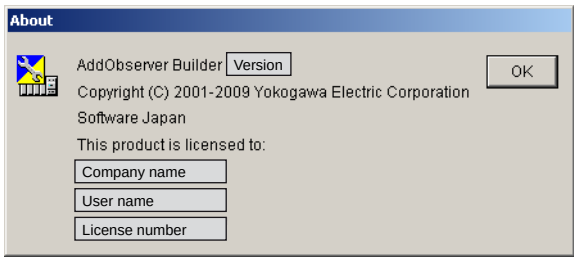
Procedure

1. Choose **Help** > **About**, or click the **About Builder** button on the toolbar.



About Builder

The version number and other information is displayed.



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